

**MILITARY SIMULATIONS PTY. LTD.**

# MAIL ORDER CATALOGUE

**AUTUMN 1991 EDITION****MILITARY SIMULATIONS**134 Cochrane Rd. Moorabbin Vic. 3189  
Phone Service: (03) 555 8886**CREDIT CARD ORDERS**Bankcard, Visa and Mastercard only.  
9.00am to 4.30pm - Monday to Friday**STOCK ENQUIRIES**Stock availability, prices, new releases, etc.  
9.00am to 4.30pm - Monday to Friday**GUARANTEE  
17 YEARS OF SERVICE**

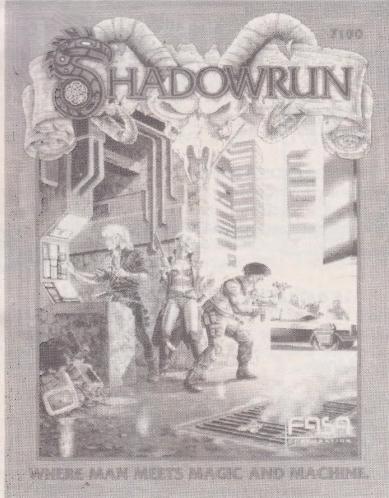
Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage and handling.

**THE SHOWROOM**

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and is now also open from **9.00am to 1.00pm the first Saturday** of each month.

**CATALOGUE INDEX**

<b>COMPUTER GAMES</b>	23
<b>CRAZY SPECIAL RPGs</b>	21
<b>CRAZY SPECIAL WARGAMES</b>	21
<b>CRAZY SPECIAL COMPUTER GAMES</b>	22
<b>CRAZY SPECIAL MINIATURES</b>	22
<b>FANTASY BOARDGAMES</b>	9
<b>MAGAZINE SUBSCRIPTIONS</b>	20
<b>MAIL ORDER FORM</b>	19
<b>MINIATURES:</b>	
CITADEL	35
HOBBY PRODUCTS	33
GRENADIER	31
MARAUDER	36
MITHRIL	32
RAFM	34
RAL PARTHA	28
MINIATURES RULES	26
PAINTS & BRUSHES	36
ROLE-PLAYING GAMES	10
SCIENCE FICTION BOARDGAMES	7
WARGAMES	2



## SHADOWRUN

The year is 2050, and Earth's technological sophistication has grown dramatically. This is an era of designer cybernetics - cosmetic bionics & cyber-enhancements have greatly altered the physical limitations of flesh & bone. Computers have become the gateway into an ultra-dimensional reality of vast information storage called the Matrix. Cold fusion offers this energy-addicted society a seemingly endless source of 'clean' power. Science and industry have indeed brought about a revolution in the quality of life.

It could have been the Utopia that a naive twentieth-century had dreamed of. It isn't. Democracy has been consumed by aggression and greed, Mega-Corporations have replaced Governments. Racial conflicts and savage wars of political or racial bigotry raged across continents, leaving in their wake terrible suffering and great loss. Global epidemics and famine joined to cast a deathly shadow over humanity's fragile works. The fury of the apocalypse seemed nigh.

Into this turmoil flowed an essence that had remained dormant for thousands of years. Genetic codes were warped and the boundaries of reality collapsed - the ashes of convention were scattered by this new-born puissance. Magic, for it could

**\$25.00**

not be called anything else, was again married to mortal flesh. But for most, the emergence of arcane energies was a curse. Terrible deformities were rife, many people died, and those who survived were forever transformed into a grotesque parody of evolution. The racial stereotype was instantly fragmented by an array of mythical castes, and the once homogeneous race of Man was compromised by the emergence of Elves, Trolls, Dwarves and Orcs. Other fantastic creatures were quickly discovered roaming the lands beyond the sprawling cities. Science and sorcery were the twin powers of this nightmare society.

Here is a role playing game in which the genres of fantasy & science fiction are combined to form a potent cocktail of adventure. The player characters are agents-for-hire in a grim world of warring corporations, tribal street gangs, and mystical urban cultures. Simply surviving in this complex environment is a task that requires both skill and cunning. But there are also those who excel in the demanding realms of technology & magic, and they are the new soldiers of fortune in this dark age. Power and respect are the commodities of success, and very few non-corporate individuals can boast these qualities - except for the shadowrunners.

## BATTLETECH

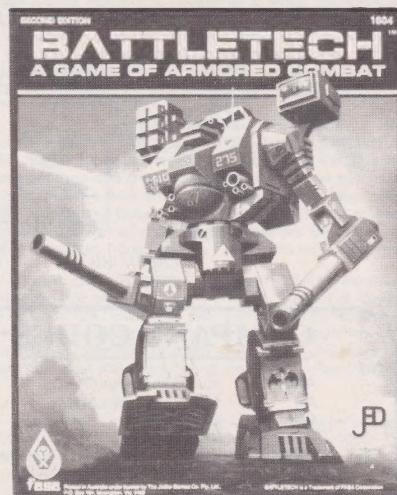
A new Dark Age has befallen mankind. Where the vast United Star League once reigned, five successor states now battle for supremacy. The destruction wrought by this war of attrition has ravaged once flourishing empires and left them in ruins. Technology has been catastrophically retarded, and as a consequence the war machines of the Star League era can no longer be manufactured by present-day worlds. The Succession Wars continue to consume the Galaxy; water resources, ancient equipment and the remnants of lost industry are the fruits of their endless conflict. These scarce elements can provide a vital cutting-edge on the battlefield, and thus a monopoly on their control will eventually lead a successor state to victory - the final domination of known space.

Battletechs rule the battleground in this apocalyptic campaign; these awesome engines of destruction are the tool with which entire planets are conquered, or destroyed. The bold men and women who pilot these 'Mechs are the honored knights of stellar warfare. They are known as Mechwarriors, and their survival in combat is ensured by skill and courage alone. The spoils of war belong to the successor states; but it is their loyal Mechwarriors, or those of the mercenary companies, who are immortalised in legend.

**\$35.00**

But renown mechwarrior veterans are scarce in the 30th century, for even lowly infantry formations can carry enough firepower to obliterate any foe in an ambush. Super-heavy tanks and mobile missile platforms are able to defeat the thickest armour, while 'Mech-hunting aircraft have earned a fearsome reputation. Despite this a Battletech's worst foe is another 'Mech, and as such the fierce duels between opposing Mechwarriors represents the most decisive moment in every conflict. Even in a large-scale engagement it is not uncommon for a single 'Mech to turn the tide of battle - and for a lone Mechwarrior to be responsible for a great victory. Mechwarriors are the elite troops of the successor states, and the Battletechs that they ride represent the apex of weapons technology. The proud ranks of these mighty combatants are few, but their exploits are shaping the future.

BATTLETECH is a multi-player tactical wargame. The second edition boxed set is printed in Australia, and contains 48 full colour stand-up 'Mech counters, 120 unit insignias, two 18" x 22" maps, and the Battletech Manual - a 104 page rulebook containing the complete rules for Battletech, Citytech and Aerotech; with optional rules, construction mechanics and 'Mech record sheets.



# WARGAMES

## ACCESSORIES

### AH AVALON HILL COUNTER TRAYS

Contains three plastic counter trays, each with a clear plastic 'snap-on' lid. These accessories are suitable for bookshelf size games. \$8.00

### WES WEST END COUNTER TRAYS

Larger than the Avalon Hill trays, and a tad more sturdy as well, but too big for standard bookshelf-style boxes. There is only one tray, with lid, per purchase. \$5.00

COUNTER SHEETS 3 sheets of 224 half-inch, die-cut counters (lt green, pale blue, salmon red & gray). \$10.00

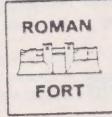
### JED HEX SHEETS

Three good quality 23"x17" blank hex sheets. \$3.50

## ANCIENT ERA

### AH BRITANNIA

3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick and entertaining game; highly recommended for customers wanting a fast & furious multi-player contest! \$50.00



### WES IMPERIUM ROMANUM II

700 years (35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, and more. A 22"x51" map covers the ancient world from Britannia to Parthia. 2-6 players contest their military skills for the ultimate goal of Empire! \$70.00

### AH CIVILIZATION

2-9 players seek political, economic and cultural superiority for their nations. This is a classic game with a very high level of player interaction and no dice required! Set from 8000BC to 250BC. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. 146 cards, 639 counters and two 22"x51" mapboards. \$60.00

### CIVILIZATION TRADE CARDS

50 reprinted cards \$10.00

### WESTERN EXPANSION SET

Adds a 22"x11" mapsheet extension (complete with an Archaeological Succession Table), plus rules for 5-7 players. Makes a great game better. \$15.00



### S&T137 MEN AT ARMS 1200BC - 1500AD

Tactical combat between troops of infantry, cavalry, archers & ancient bombard. The rules are short, yet quite adequate, and include 32 scenarios. The mechanics stress discipline and leadership, and take into account such things as ferocity, squares, phalanx integrity, elephants, forts, and chariots. With 200 counters and 11 A4-sized geomorphic map sheets. \$12.00

### AH REPUBLIC OF ROME

A diplomatic game of temptation and danger for 3-5 players, each representing a faction of influential Senators vying for the Consulship of Rome - and all the power, wealth & influence that can be gained by fair means or foul! Recreates 250 years of the Roman Republic, from the tremendous struggle against Carthage to the assassination of Julius Caesar \$85.00

### AH SIEGE OF JERUSALEM

A complete revised reprint of a classic 'Historical Perspectives' game. "Not for the faint of heart" says the Avalon Hill PR man. Set in 70AD - four Roman legions with assorted towers, rams and artillery must breach the multi-walled Zealot city before they themselves are exhausted by attrition. With a huge 34"x48" city map sheet (50 meters per hex) and 696 counters (200 men per unit). With 1 scenario and 1 campaign \$75.00

## MIDDLE AGES

### AH FEUDAL

Two to six player chess-style game representing a furious clash of arms between feudal Kings. The armies are 36 plastic figures representing kings, princes, dukes, castles, knights, sergeants, squires, archers and pikemen. A plastic, hole-punched board represents clear, forest & mountainous terrain. For a bit of added anxiety, the initial set-up is hidden. \$55.00

### AH KINGMAKER

Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal. Features the usual mediaeval activities: chivalry, war, feudal politics & plague. This game is rife with subtle tactics, uneasy alliances and bold conspiracies. \$50.00

### AH NEW WORLD

Control the European powers of the 15th to 18th centuries as they explore, conquer & ultimately colonise all of the Americas. 2 to 6 players must each build fleets to transport people to the New World, and bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions. With a 22"x16" mapboard. \$60.00

### AH SEAHAWKS

(due April) Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and equally audacious King's Commissioners ply the world's oceans for merchants to plunder, or ports to raid. The mechanics include ship refitting, crew morale & historic data. \$50.00

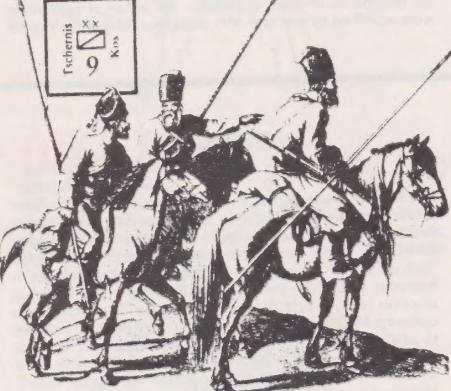
## NAPOLEONIC ERA

### S&T136 BORODINO: DOOMED VICTORY

This epic battle before the gates of Moscow in 1812 would determine the ruler of Europe, and be the bloodiest single day in warfare until World War I. Features excellent period game-mechanics that include leaders, artillery "Bowling" and infantry squares. With 200 counters, a 22"x34" map, and a superb 20 page historic overview of the encounter. Great value. \$12.00

### AH EMPIRES IN ARMS

Covers the Napoleonic Wars of 1805-1815. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests and ambitions that characterised this bloody war. With 1008 counters and two 25"x35" maps. No other simulation covers the entire campaign with such detail or grandeur. \$80.00



## COMPANY CODES

ADG	Australian Design Group
AH	Avalon Hill
CHA	Chaosium
COA	Clash of Arms
COM	Command Magazine (XTR Corp)
EMS	Engelman Military Simulations
FAS	Fasa Corp
GAM	Games Workshop (UK)

GDW	Games Designers Workshop (US)
GRD	Games Research & Design
IRO	Iron Crown Enterprises
JED	Jedko Games (Melbourne)
LEA	Leading Edge
OME	Omega Games
SDI	Simulation Design Incorporated
S&T	Strategy & Tactics Magazine
STE	Steve Jackson Games
SUP	Supremacy Games
TAS	Task Force Games

### AH ENEMY IN SIGHT

Mobile Frigates and majestic 'Ships of the Line' clash in this entertaining 18<sup>th</sup> Century naval combat card game. The fast-playing mechanics include all the bold actions associated with the era of sail - boarding parties, blockades, Fire Ships, and more. For 2-8 players. 40 counters, 176 colour cards. \$25.00

### COA LA BATAILLE DE PREUSSISCH-EYLAU

A definitive study of Napoleon's epic winter battle in Prussia (1807) against the remnants of the Hohenzollern army and the forces of the Czar. Each hex represents 100 meters, and every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, and a historic narrative. With four 22"x17" maps & 960 counters. \$55.00



### COA LA BATAILLE D'ESPAGNOL-TALAVERA

Portuguese mercenaries have invaded the Iberian Peninsula, and threaten the very throne of Spain. Before the gates of Talavera, the radically different English & Spanish Armies clash with King Joseph Napoleon's multi-national Armee de Espagne. A "masterfully executed" grand tactical game with four 22"x17" maps & 700+ counters. \$45.00

### TSR LA GRANDE ARMEE

Recreates the campaigns in France, Central Europe & Russia during the ten year span of the French Empire. Includes 3 Grand Campaigns and smaller campaign scenarios. With strategic, political & diplomatic options, plus a unique combat system. 2-4 players. 1200 counters/four 22"x34" maps. \$45.00

### COA LE BATAILLES DE LIGNY/QUATRE BRAS

Due early this year (?), these two games cover the opening battles of the Waterloo campaign at regimental & battalion level. Both will also contain the long-awaited new edition of the Standard Rules. TBA

### S&T138 NAPOLEON AT EYLAU

A rather simple, yet highly addictive, game of the battle for Poland and East Prussia in the winter of 1807. Each turn represents an hour, whilst every hex equals 175 yards. With 4 pages of rules, 120 counters, a 22"x34" map, and excellent historic articles. Good for beginners & fun for veterans! \$12.00



### COA NAPOLEON AT LEIPZIG

A third, and more decisive, victory was needed in Germany or the shrinking French Empire would finally collapse. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his loyal troops. Six days of grueling maneuver and bitter combat would decide the fate of Europe. 3 levels of rules complexity, with play options for 1 to 8 players. Components include 350 counters plus two 34"x22" maps. \$45.00

TGI	The Gamers (Inc.)
TSR	Tactical Studies & Research
VIC	Victory Games (Avalon Hill)
3W	World Wide Wargames
WES	West End Games

## WARGAME COMPLEXITY KEY

*	BASIC	Ideal for beginners
**	INTERMEDIATE	For novice players
***	ADVANCED	For experienced gamers
****	MASTER	Gung Ho veteran gamers only

**OME NAPOLEON'S LEIPZIG CAMPAIGN • \*\*\***

An operational-level game of the European campaign of 1813 between Prussia, Austria, Russia & France. A maneuver map historically recreates troop marching abilities, restricted lines of communication, the role of fortresses, the impact of weather, and the vital struggle with logistics & attrition. Command-control restrictions simulate the handicaps & advantages that the historic antagonists faced. Can be played solitaire. **TBA**

**COA ROSSBACH AVENGED • \*\*\***

Covers the Jena-Auerstaedt campaign of 1806 at brigade & divisional level. With two 22"x34" maps. **TBA**

**COA 1807: THE EAGLES DRIVE EAST • \*\*\***

Napoleon's campaign in Poland 1806-07. Features three 22"x34" maps and around 360 counters. Uses the same system as 'The Emperor Returns'. **TBA**

**COA THE EMPEROR RETURNS • \*\*\***

Recreates the vital confrontation between the French Armee du Nord and troops of the 7th Coalition during mid 1815. The Anglo-Allies were steadfastly positioned around Waterloo, Napoleon's forces had to defeat them before the Prussians were able to join the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change the strategy and succeed where Napoleon failed. 240 counters and a 22"x34" map. **\$40.00**

**AH WAR AND PEACE • \*\***

1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the bitter Russian steppes. Four 11"x16" mapboards, 1040 counters (representing 6 major & 19 minor powers), 9 scenarios, plus a multi-player campaign. Historically accurate game of grand strategy made easy. **\$60.00**

**OME WAR TO THE DEATH • \*\***

From 1810 to 1813 the French struggled for control of the Iberian Peninsula, but ultimately it was the tenacious Spanish and English forces that were victorious. Special rules include guerrilla & counter-guerrilla operations, fortresses (their siege & storm), the Terras Vedras fortifications, sea movement, ambushes, French harvests, attrition and Napoleon's intervention. The emphasis is on initiative and command control. **TBA**

**TSR WELLINGTON'S VICTORY • \*\*\***

A grand tactical simulation of the battle for Waterloo. Scale is at battalion and regiment level, with individual commanders and chits used to indicate various battlefield formations and combat styles. Contains four 22"x34" maps, and 2,000 counters. Can be played by two or three people. **\$45.00**

**AH WOODEN SHIPS & IRON MEN • \*\***

Naval warfare, 1776-1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent game-mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard and 180 counters. **\$50.00**

**AMERICAN CIVIL WAR****TSR A GLEAM OF BAYONETS • \*\*\***

September 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. Components include 1600 counters (Regimental & Battery scale) and two 22"x34" maps. A very strict and complex simulation of this epic clash of arms. **TBA**

**TGJ AUGUST FURY • \*\***

The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers - victory will be the reward for skillful & bold play. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and five states of troop morale. 6 scenarios with 8 variants. 550 counters. **\$55.00**

**S&T#133 BATON ROUGE**

Recreates the 1862 Confederate attempt to retake the capital of Louisiana, garrisoned by a Brigade of Union soldiers. The CSA force were supported by the new "scourge" of the Mississippi, the much-feared Confederate ironclad ram Arkansas. Features the unusual aspects (for this period) of street fighting and combined land-naval operations. With 100 counters (at regiment or half-regiment scale) and a 17"x22" map. **\$12.00**

**TSR BLUE AND GREY • \*\***

Four short (2-4 hour) games where the players aren't bludgeoned to distraction by labyrinthine rulebooks, rather the emphasis is on the careful use of fire & movement principles. Battles featured are Shiloh, Antietam, Cemetery Hill & Chickamauga - 4 major confrontations that had determined the war's ultimate victor. Four 22"x17" maps/400 counters. **TBA**

**COC (THE) BLUE AND THE GRAY • \*\***

A non-complex grand strategy game of the entire civil war that will include such details as industrial centers, troop quality, Southern recruiting practices, et al. With one map, 600 counters, 5 scenarios and a campaign. **TBA**

**GDW HOUSE DIVIDED 2nd Ed.**

Introductory level grand strategy game, covering 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22" map. A classic beginner's simulation that is highly recommended for young players. **\$55.00**

**S&T#129 HARVEST OF DEATH**

A brigade level simulation of the 2nd day of Gettysburg - the Confederate's attempt to turn the Union lines by capturing key geographic positions. Players must overcome the problems of command-control that their historic counterparts were burdened with. This is an excellent short-term game with a high playability value! Features a 9"x11" map and 90 counters. **\$10.00**

**VIC LEE VS. GRANT**

The tenacious wilderness campaign of 1864 - the Army of the Potomac must capture Richmond from Lee's Army of North Virginia. To both forces, this city's strategic value was worth a veritable river of blood. With 520 counters, a 22"x32" map, 9 scenarios and 3 campaign games. **\$50.00**

**COA MARCHING THROUGH GEORGIA • \*\*\***

A strategic simulation of the battle for Atlanta; 3 Union armies are given the task of driving back the numerically inferior, but fiercely defensive, Confederate Army of Tennessee. Features an emphasis on effective troop maneuvering, and hidden unit strengths. With two 17"x22" maps, 240 counters, 3 scenarios and a 40-turn campaign game. **TBA**

**COA MISSISSIPPI FORTRESS • \*\*\***

Two-player strategic simulation of the Union campaign of 1863 that culminated in the capture of Vicksburg and the splitting of the confederacy. Rules include weather, Union gunboats, rebel shore batteries, the siege of Vicksburg, and more. Shrewd use of hidden unit strengths and decisive maneuver are the keys to victory. With one 17"x22" map & 240 counters. **TBA**

**VIC THE CIVIL WAR 1861-1865**

Covers the entire conflict, from marauding Indians to the Iron-clad river engagements. 520 counters represent all the combat formations, their leaders & supply structure. With Two 22"x32" maps. Emphasis on command resources and leader initiative. Yearly scenarios or an entire campaign game. **\$55.00**

**COA (THE) THIN GRAY LINE • (Revised) • \*\*\***

Includes a new rules system, extra scenarios (Salem Church, Chancellorsville & the 2nd Battle of Fredericksburg), a campaign game, three 22"x34" maps and 300+ counters. **TBA**

**TGJ THUNDER AT THE CROSSROADS • \*\***

A full treatment of the battle for Gettysburg. Comprehensive rules include close combat exploitation, extensive troop moral, combat straggling (which creates the ebb & flow of battle), visibility and leader quality. Two 22"x28" maps allow players to fully exploit the more subtle or brash aspects of maneuver. There are also a few hypothetical variants available for those who enjoy the "What if?" scenarios. With 560 counters. **\$50.00**

**OME 1864 - WAR IS HELL • \*\***

Introductory simulation of the entire eastern theater of the American Civil War during 1864. This is an easy to play game that utilises area movement and a unique combat resolution system to illustrate the historical situation. Playable in under 2 hours, this should be a worthwhile purchase for novices. **TBA**

**WORLD WAR ONE****S&T#130 BATTLE OF TSUSHIMA**

Not quite WWI, but close enough to warrant its inclusion here. This is a tactical game of 1905 fleet combat in the Sea of Japan between the Russians and Japanese. The somewhat abstract mechanics capture the grandeur and scope of one of the largest naval battles in world history, this titanic imperialist confrontation was a prelude to the dawn of the Dreadnought era. With 100 counters and a 22"x25" map. **\$12.00**

**GDW BLUE MAX 2nd Ed.**

Features stunning box cover art plus new rules for altitude levels and damage spin-outs! The mechanics allow for fast "n" furious dogfights between multiple players, with the option of ace-status campaigns. Has a rather bland 22"x28" map, 146 chits and 60 of the best aircraft counters ever seen! **\$55.00**

**AH DIPLOMACY**

Trust & treachery and bluff & backstabbing for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. Find out who your real friends are! **\$35.00**

**AH GAMER'S GUIDE TO DIPLOMACY**

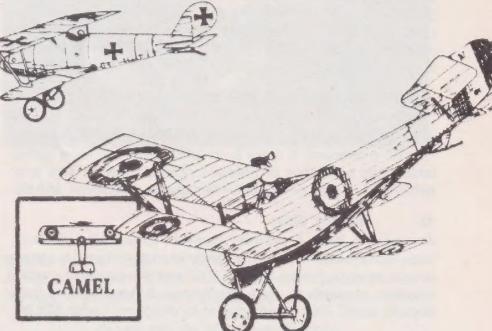
A 36 page magazine detailing the eight major elements of the game, player strategies (for each nation), postal Diplomacy tournaments, variant rules, an introduction, and more!

**DIPLOMACY PIECES**

A full set of coloured plastic counters **\$3.00**

**AH KNIGHTS OF THE AIR**

Join Europe's elite combatants as they contest for the skies over the blasted trenches. This is a superior aerial combat simulator for 1-6 aspiring pilots, players are able to partake in aerobatic individual duels or frenzied team brawls. Contains 188 counters representing 20 aircraft types and a beautiful 22"x32" mapboard. Features variable pilot experience, historic aircraft capabilities, and a wide range of maneuvers. **\$50.00**

**VIC PAX BRITANNICA**

A 4-7 player game of empire building and global confrontation during the age of colonial expansionism. The Great Powers vie for wealth and esteem as they maneuver administrative or military assets to distant lands. Play involves astute resource investment & cunning diplomacy - but beware the spectre of world war. With 666 counters and two 22"x32" maps. **\$60.00**

**PAN WARLORDS**

An entertaining 3 to 7 player game of political diplomacy and military expansionism set in China from 1916 to 1950. The mechanics include famines, revolts, taxation, foreign aid, guerrilla warfare, and more! Each Warlord's strategem must include liberal doses of bribery, coercion and negotiation, as well as careful resource management and bold military planning. With a 19"x23" map & 252 counters. Boxed. **\$10.00**

## ADVANCED SQUAD LEADER

Certainly the most realistic and historically detailed tactical WWII system available. A very high quality production that features intricate game mechanics - 2 minutes per game turn, 40 metres per hex, unit scale is a squad of 5-10 men (or a single vehicle, leader, support weapon) per counter. It is recommended that players familiarise themselves with **SQUAD LEADER** first!

### AH ADVANCED SQUAD LEADER RULES \*\*\*\*

Rulebook ONLY - a sturdy 3-ring binder in an impressive dust cover. Inside are 176 pages of text with 8 valuable data cards. Featured chapters are - Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles and Design Your Own (with complete German & Soviet equipment notes). This is an outstanding production with superb graphics! With an introduction and index. **\$75.00**

### AH ASL ANNUAL '90

Contains a plethora of scenarios & gaming essays **\$22.00**

### AH BEYOND VALOR

Contains an extensive German & Russian force pool: 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. **\$90.00**

### AH CODE OF BUSHIDO \*

Presents chapter G - rules for the Pacific theatre, (new terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) and the Japanese additions for chapter H. With 660 counters, 4 mapboards (#34-37) and some very tangled terrain overlays. **\$90.00**

### AH EMPTY BINDER \*

A spare 3-ring ASL binder (price is not certain!) **\$25.00**

### AH GUNG-HO! \*

Contains the remaining rules for chapter G (caves, landing craft, bulldozers, tropical climate, etc), mapboards, scenarios, and counters for the Marines & Chinese. **TBA**

### AH HEDGEROW HELL

Deluxe ASL module - contains 8 west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. **\$65.00**



### AH HOLLOW LEGIONS

The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pgs) and N (4 pgs). **\$60.00**

### AH PARATROOPER

Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions in Normandy. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4. **\$50.00**

### AH PARTISAN!

Recreates guerrilla operations against German forces and their allies - from the mountains of Greece, to Russian forests, and the streets of Warsaw. With 260 counters (axis allied infantry & support weapons), two 8"x22" mapboards (#10 & #32) and 8 scenarios. **\$40.00**

### AH RED BARRICADES

This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters & two 31"x45" map-sheets (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign. **\$60.00**

### AH THE LAST HURRAH!

8 challenging, & sometimes quirky, scenarios from 1939 to '41. With 2 mapboards (#33 plus a new #11) and 260 counters (Allied minor infantry & support weapons) **\$40.00**

### AH WEST OF ALAMEIN

Has 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert warfare), and Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **\$99.00**

### AH YANKS

Obviously this is the American expansion set, it has 1048 counters that offer the usual plethora of AFVs, equipment and grunts. There are also four 8"x22" mapboards (#16-19), 8 scenarios, chapter E (26 pages of 'miscellaneous' rules), and U.S. vehicle notes for chapter H. **\$85.00**

## WORLD WAR TWO

### AH ADVANCED SQUAD LEADER \*\*\*\*

The complete listing of the superb ASL series has been relocated to the feature box at the top of this page. FUTURE RELEASES: The 1991 ASL Annual is due in July (we hope!), and work is currently in progress on another historical module, plus an expansion set detailing the French army.

### JED EUROPE AT WAR

1-4 players command the economic and military growth of a European power from 1941 to 1945. With 282 counters and three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb, and political options (such as the assassination attempt on Hitler). **\$20.00**

### TSR EUROPE AFLAME

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. The mechanics include area movement, partisans, para's, garrisons, and production. With a 21"x35" mapboard and 236 counters. A great low-complexity variant on the grand-strategy theme. **\$65.00**

### JED FIELD MARSHAL

A well balanced hypothetical 'classic-WWII' style conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of an air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. With three 8"x22" mapboards. **\$20.00**

### AH HITLER'S WAR

The European & Mediterranean struggle. You decide war direction, production priorities and research. 520 counters, 16"x22" mapboard. A quick & colourful game, an ideal coffee-table sized simulation of European grand-strategy. This is an Avalon Hill re-print of a popular Metagame production. **\$50.00**

### AH NAVAL WAR

An amusing 'beer & pretzels' game of large fleet confrontations. 3 to 6 players collect an array of multi-national warships to use against enemy flotillas. 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. **\$25.00**

### TSR SNIPER!

Furious man-to-man combat set in the grueling battlefields of WWII, Korea, the 'Nam, and modern Europe. 600 counters represent individual men and weapons, two double-sided 22"x34" maps provide the terrain - rugged wilderness on one side, urban sprawl on the other (2 metres per hex!). With 8 scenarios. Not as difficult as SQUAD LEADER. **\$50.00**

### TSR HETZER

Introduces rules for extended campaign play in SNIPER!, as well as the mechanics for close-combat vehicles. The 400 counters include seven nationalities and elite troops. 94 large templates provide a selection of AFVs, transports, and buildings. With two 33"x21" double-sided maps. **\$40.00**

## SQUAD LEADER

### AH SQUAD LEADER

An award-winning, and still popular, tactical game of small-unit combat that spawned the monstrous ADVANCED SQUAD LEADER. 712 counters include support weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. A comprehensive simulation with 12 vicious scenarios. **\$65.00**



### AH CROSS OF IRON

An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, as well as new troop types (ie: elite) and support weapons. There are 8 scenarios, an 8"x22" mapboard, and 1096 counters. **\$60.00**

### AH CRESCENDO OF DOOM

Introduces France & England to the system, as well as a host of minor nationalities including Poland, Belgium and Finland. With many new rules, 2 mapboards & 1324 counters. **\$60.00**

### AH GI: ANVIL OF VICTORY

Yep, it's the Americans, plus revised infantry counters for the other combatants. With more advanced rules, 14 scenarios, 1568 counters, 5 mapboards & some terrain overlays. **\$75.00**

### AH THIRD REICH 4TH Edition

A classic grand-strategy simulation. This tense & challenging game covers the military campaign in Europe and the Mediterranean from 1939 to 1945, with full historic integration and some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) and a 22"x32" mapboard (60 miles per hex). Includes 3'short' scenarios. **\$60.00**

### AH GAMER'S GUIDE TO THIRD REICH

A 48 page magazine containing comprehensive articles on military strategies for each of the nations, advanced tactics, economic management, and diplomatic planning. **\$10.00**

### AH UP FRONT

Unique game of close combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. With 322 cards and 304 counters. Based on the SQUAD LEADER mechanics, but a little easier. **\$60.00**

### AH BANZAI

This expansion set introduces the English & Japanese forces. Features new rules for solitaire play plus jungle warfare mechanics. With 80 cards, 63 counters & 12 scenarios. **\$30.00**

### AH DESERT WAR

The 70 cards and 63 counters in this pack feature French and Italian forces. Includes new rules & comprehensive scenario reference charts for all of the UP FRONT combatants. **\$22.00**

### OME VICTORY IN EUROPE 2nd Ed. \*\*

A Corps/Army level game recreating the collapse of the Third Reich from Dec. 1944 to May '45. Germany's dramatic recovery from earlier defeats would ensure a bitter struggle. The mechanics feature post-assault reserves commitment, air support, sea movement, economic loss, and airborne operations. Includes a 22"x30" map and 400 counters. **\$40.00**

### ADG WORLD IN FLAMES 5th Edition \*\*\*

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific and European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. 30 nationalities are represented in the 1000 counter mix. For 2-6 players. **\$55.00**



### 12-6



### ADG DAYS OF DECISION

1 to 7 players jockey for political & military pre-eminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, the Russo-Jap' & Sino-Jap' conflicts, an Italo-French struggle, etc. Features economics, coups, allegiances & elections. Includes new campaign rules for World in Flames plus more minor countries, etc. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, and more! **\$45.00**

### TSR WORLD WAR II 2nd Ed.

Grand strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to 1945. Includes air & naval operations, industrial production, and army command structures. The mechanics are quite detailed - each Seasonal Turn features 4 Phases & 10 Steps, while Monthly Turns have 6 Phases & 28 Steps! Components include 2 beautiful 23"x34" maps and 1200 counters (representing 19 nations). **\$80.00**

# NORTH AFRICAN

## JED THE AFRICAN CAMPAIGN 2ND Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, and unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. **\$25.00**

## WES DESERT STEEL

Another title in the Tank Leader series. The basic mechanics have been expanded to cover desert conditions, vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A streamlined card-activation system adds more chrome to an already comprehensive, yet very playable, system. **\$60.00**

# WESTERN FRONT

## AH AIR FORCE

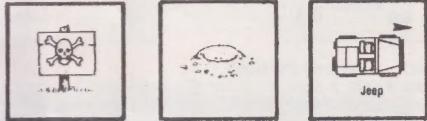
Aerial combat 1940-45: fighter duels, night bombing raids, ground support missions, etc. The 255 counters represent 30 aircraft types - from jet interceptors to heavy bombers. Three rather bland 10"x16" mapboards offer the players the deadly skies of Europe. Aircraft are rated for historic handling characteristics, firepower, damage resistance, and more. **\$55.00**

## AMBUSH!

AMBUSH! was designed specifically as a solitaire simulation. A fast-playing system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards per hex.

## VIC AMBUSH!

Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of materials & careful planning. The solitaire mechanics control the opposition's reactions. **\$60.00**



## VIC MOVE OUT! Module 1

This first expansion set includes 60 new Character & Vehicle cards plus 11 missions (scenarios). **\$30.00**

## VIC PURPLE HEART Module 2

Features 13 new missions, two 16"x11" maps, a 16"x22" map, 108 counters, plus 60 new Character-Vehicle cards. **\$55.00**

## VIC SILVER STAR Module 3

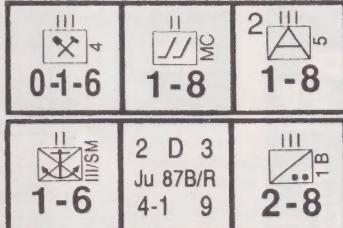
What you get for your money is 70 new Character & Vehicle cards, 9 missions, two 16"x11" maps, one 16"x22" map, and 108 counters. **\$50.00**

## AH B-17 QUEEN OF THE SKIES \*

SOLITAIRE Pilot a lone B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience. But agile fighters and thunderous ground fire rake the heavens with increasing ferocity. With 88 counters & an 11"x16" mapboard. Campaign play involves surviving the hazards of 25 bombing missions. **\$45.00**

## GRD BALKAN FRONT \*\*\*\*

EUROPA Reprint of 'Marita-Merkur' with modified maps & counters. Features the 1941 Axis campaign in Greece, Yugoslavia & Crete. Includes 'Second Front' edition Europa rules, two maps and over 800 counters. With bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). **TBA**



## TGI BLOODY 110 \*\*\*

Covers the first 2 days of combat for Bastogne's main arterial road between lead elements of the 2nd Panzer Division and the U.S. 1/110 Infantry Battalion. With two 22"x34" maps (125 yards per hex) & 800+ counters (infantry platoons/individual AFVs). Correct use of the combined-arms doctrine will ensure a lively contest. Includes a unique tactical morale system and a variable complexity Command-Control format. **\$55.00**

## TSR COBRA

Recreates the Allied invasion of Hitler's European empire. Victory depends upon the courageous, desperate struggles of both attack & defence along the bloody Normandy beaches. The Allies must break-out from the peninsula fast, whilst the Germans ruthlessly try to stem the growing tide of enemy armour & men. With two 22"x33" maps, 400 counters. **\$40.00**

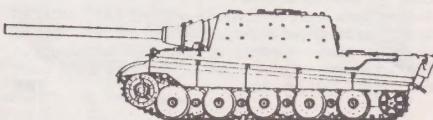
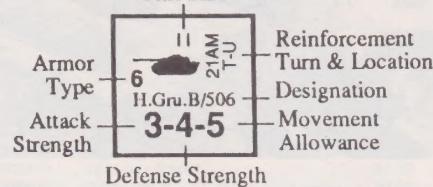
## JED FORTRESS EUROPA

A very entertaining simulation of the struggle for France and Germany, where both players have an opportunity to achieve victory. The Allies are able to conduct two massive invasions from any coastal region, however the Germans can thwart the landings with their hidden (and very powerful) panzer reserves. The mechanics include airpower, paratroops, forts, partisans, commandos, volkssturm, mulberries & naval bombardments. 400 counters & a 22"x24" map. Unboxed **\$10.00**

## 3W HITLER'S LAST GAMBLE \*\*\*

In a desperate bid to shatter the Allied advance and possibly gain the initiative, the Third Reich attempts to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive and authentic 'bulge' simulation! The rules feature a wealth of optional material and exciting variants. With 800 counters & two detailed 21"x32" mapsheets. **\$70.00**

## Unit Size



## AH LUFTWAFFE

The U.S. bombing campaign's objectives were the destruction of key industrial & military targets. The Germans had to blunt the strike power of each mission with swarms of interceptors. Assets for both sides must be employed shrewdly, and a tense 'move/counter-move' strategy dictates play. From 1943 to '45. With 277 counters and three 8"x22" mapboards. **\$50.00**

## VIC OPEN FIRE

SOLITAIRE The player commands an U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. Based on the AMBUSH! system. With six missions, each of which include enemy AFVs, AT guns, and infantry. 210 counters and a 22"x32" map (50 metres per hex). **\$75.00**

## AH PANZER LEADER

1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German kampfgruppen. With 384 counters (platoon scale) and 4 geometric 8"x22" mapboards (250 metres per hex). Victory on the battlefield will only come with determined planning and the successful integration of all combat assets - from aircraft to infantry. 20 scenarios. **\$55.00**



## AH PANZER LEADER 1940 VARIANT

10 scenarios highlighting the tactical aspect of Germany's brilliant campaign in France. The British and French had superior AFVs, but their combined-arms expertise was inferior to German tactics. This simulation allows players to create a formidable combat team using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. **\$18.00**

## AH PATTON'S BEST

SOLITAIRE A campaign game that follows the fortunes of a single Sherman through the Allied drive into France & Germany. The tank crew start out 'green' and, if they survive, become grizzled veterans - the mechanics utilise a similar format as B17'. With 218 counters, a 22"x24" mapboard & 17 tank-data cards representing Sherman development. **\$60.00**

## WES R.A.F.

SOLITAIRE The Battle of Britain, the survival of a nation: one player controls the R.A.F. whilst the game system pilots the bombers & fighters of the Luftwaffe (in a surprisingly intelligent manner). Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the best solitaire gaming system available on the market. Each game is difficult, and no one campaign plays the same. **\$55.00**

5

## AH RAID ON ST. NAZARE

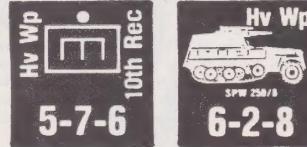
SOLITAIRE Covers the daring British commando raid on a German-occupied French port. With 260 counters and a great 16"x33" mapboard. The mechanics allow for tense squad-level combat where certain objectives must be eliminated within a tight schedule. The player controls the raiders. **\$60.00**

## VIC SHELL SHOCK

2 player game of close combat adapted from the AMBUSH! system. Before play the opponents build & equip their squads, & purchase Light or Heavy assets (from barbed wire to artillery support). There are 6 European scenarios, each of which change with every new game. With 5 maps and 540 counters. The mechanics include hidden defense, engineers, AFVs, mines, 'combat savvy', random events and fate. **\$90.00**

## AH STORM OVER ARNHEM

700 British paratroopers vied for five bloody days with the Wehrmacht and SS for control of the Arnhem Bridge site. With 224 large counters (each represents 12 men or 2-3 vehicles) and a 22"x32" mapboard (1 inch = 100 feet). The game uses area movement & features constant player interaction. **\$50.00**



## GRD THE FIRST TO FIGHT \*

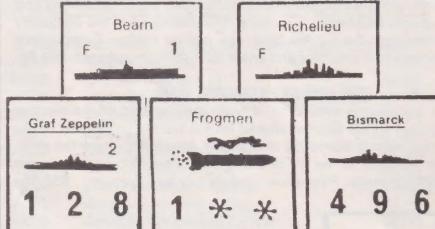
A reprint of Europa's Case White - the battle for Poland. It will feature Second Front version mechanics, plus special 'cut-down' introductory rules for those who are less familiar with the complexities of the Europa system. Due May? Further details will be provided in the next catalogue. **\$75.00**

## AH THUNDER AT CASSINO

Covers eleven ferocious days of the third battle for Cassino between the tenacious 1st Fallschirmjager & Commonwealth troops. The mechanics feature alternating fire or movement impulses that create an action-reaction sequence of phases. 478 counters & 22"x24" area movement mapboard. **\$60.00**

## JED (THE) WAR AT SEA

A great introductory game of the naval war between the British, German, Italian, and Russian fleets. 117 large counters represent individual vessels, while two 18"x12" mapboards cover the European and Mediterranean waters. Features very simple game mechanics, but more experienced gamers can enjoy the quite subtle, cunning tactics required to win. **\$25.00**



## AH (THE) WAR AT SEA (US Version)

The differences between this and the Australian version (besides the price!) is cosmetic only - a very nice painted cover, less abstract mapboard, slightly larger rulebook, plus counters that are both smaller and less colourful. **\$40.00**

## AH WAR AT SEA 2

An update kit for War at Sea - this great package contains a 22"x24" mapsheet that includes the Black Sea, the Caribbean Sea and the Cape of Good Hope. There are also 80 counters that feature more German, Italian and Allied vessels (7 Russian, 26 French, 3 Greek, etc). Variant rules introduce surface raiders, frogmen and X-Craft to the system! **\$20.00**

## 3W 1944 \*

A strategic level game of the D-Day landings and the subsequent drive for the Rhine. A stronger than normal emphasis is placed on the 'elite' units involved in the campaign, for their judicious deployment is the key to eventual victory. The 400 counters represent battalions, regiments, brigades & divisions, and include assault artillery, shock troops, security troops, etc. With a 22"x34" map (15 miles per hex). **\$60.00**

# EASTERN FRONT

## GRD BAULKAN FRONT \*

EUROPA An extensive revision of MARITA-MERKUR: the 1941 Axis campaign in Greece, Yugoslavia and Crete. Contains two maps, over 800 counters (including many new types), and SECOND FRONT version rules (a must for FIRE IN THE EAST & SCORCHED EARTH players - especially useful for a '41 German invasion!). **\$75.00**

## OME EASTERN FRONT SOLITAIRE

SOLITAIRE Strategic campaign game that features unique area movement rules & variable unit strengths. The Germans units represent infantry armies, panzer corps and army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies and garrisons. A playable yet challenging simulation. With a 23"x31" map and 200 counters. **\$45.00**

**COA EDELWEISS**

The invasion of the Caucasus '42. Two German armies race towards the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation that features excellent mechanics & detail. With several scenarios and a campaign game that includes options to the historic order of battle. 720 counters & four outstanding 22"x34" maps. **\$60.00**

**GRD FIRE IN THE EAST**

**EUROPA** Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones, and much more. 2500 counters and six 21"x27" maps. Magnificently detailed grand strategy game. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). An incredible simulation for the truly dedicated gamer! **\$140.00**

**GRD SCORCHED EARTH**

Barbarossa 1942-44, expansion set for FIRE IN THE EAST. New rules, three new maps and 3840 (!) counters. A truly monstrous game of exquisite detail. **\$149.00**

**GRD THE URALS**

Boxed expansion set for SCORCHED EARTH and FIRE IN THE EAST. With 4 new maps, revised rules, a '43 Kursk scenario, topographic charts, and complete O/Bs & O/A. **\$45.00**

**PLEASE NOTE** - This series may be temporarily out of stock!

**COA OPERATION FRIDERICUS**

Using the Winter Storm system, this game focuses on the Russian's premature spring offensive of May '42. Features a "nice ratio of force to space and offers both sides a chance to thrust and counterthrust." The mind boggles... **TBA**

**AH PANZERBLITZ**

From blitzkrieg to bloody quagmire, the panzers of both Germany & Russia were the most decisive of their tactical weapons - they became the feared knights of the mechanical battlefield. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic simulation that has withstood the test of time. **\$60.00**

**JED RUSSIAN CAMPAIGN** Series II

This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought game - great value. **\$25.00**

**AH RUSSIAN FRONT**

Yet another epic clash between Hitler's eager, ruthless divisions and Stalin's fierce hordes. Includes basic, advanced and optional mechanics. Contains 3 scenarios plus the obligatory campaign. Covers the land, sea and air battles. Components include 518 counters and beautiful 32"x22" mapboard. **\$60.00**

**GDW THE GREAT PATRIOTIC WAR**

A fast-playing simulation of huge mechanised offensives and vicious winter counter-attacks on the bloody battlefields of the east. With 5 scenarios and a long campaign - from the drive on Moscow, to the fall of Berlin. Contains 240 counters & two 22"x16" maps. Plus a free introductory-level game! **\$55.00**

**AH TURNING POINT: STALINGRAD**

Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won this infamous city in the whirlwind opening days of battle, only to be turned back by valiant resistance from the last few defenders. Features a unique battalion-level combat system, variable day-night impulses, area movement and a high solitaire suitability. With a lavish 16"x44" mapboard and 394 counters. **\$60.00**

**AH STALINGRAD EXPANSION KIT**

Contains 96 counters and 120 game markers. The units in this 'kit' are included in the original game's Order of Battle. **\$12.00**

**COA THE LAST VICTORY** (Large ziplock bag)

In early 1943 the Russians thundered towards Kharkov, and the Dneiper beyond. Army Group South was threatened with isolation. Hitler, fearing another Stalingrad, dispatched Manstein with an elite force of SS panzers and the Gross Deutschland division. Manstein's skill and cunning was reminiscent of earlier campaigns, and a German victory became a possibility. Components include 1080 counters and four 17"x22" maps. The mechanics are historically accurate and detailed. **\$40.00**

**GRD WINTER WAR**

**EUROPA** Covers the lumbering Russian invasion of wily Finland, from Dec. 1939 to March '40. This simulation is going to be the Europa primer - utilising simplified rules and standard scales to teach beginners the mechanics. Due July? **TBA**

**COA WINTER STORM**

Another game in the EDELWEISS and THE LAST VICTORY series; can be played in conjunction with the other titles (as an epic campaign-monster!), or as an individual simulation. The components will include two 22"x34" maps & 700 counters. Due late 1991, we hope. **TBA**

**PACIFIC THEATRE****VIC BATTLE HYMN**

**SOLITAIRE** Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an 'intelligent' manner. With 17 scenarios, 218 counters, three maps (10 yards per hex), and 90 character-vehicle cards. Uses the same popular solitaire system as AMBUSH! **\$70.00**

**VIC LEATHER NECK**

**BATTLE HYMN** expansion set. With four comprehensive missions, new rules (plus errata), 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. **\$45.00**

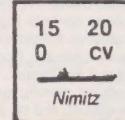
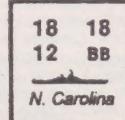
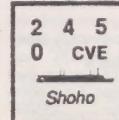
**OME BATTLE OF LEYTE GULF**

**BATTLE OF THE PHILIPPINE SEA**

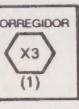
**SOLITAIRE** In both games the player controls the US forces while an uncomplicated Operational Events Booklet is used to develop a realistic enemy situation. Sound tactical judgement must be employed to defeat the the Japanese fleet. **TBA**

**VIC CARRIER**

**SOLITAIRE** Covers the naval campaigns in the Southwest Pacific from 1942 to '43. The game system mimics historical Japanese tactics based upon randomly determined objectives, missions and force strength. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing 'Final Countdown' option, and much more. With one 22"x32" map and 780 counters. **\$80.00**

**OME CARRIER WAR**

Covers the war in the Pacific from Dec. 1941 to April '44. This is a strategic/operational level campaign game that includes Allied and Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, amphibious & airborne operations, intelligence, and solitaire options. With 3 levels of complexity, 800 counters and a 22"x30" map. **\$60.00**

**OME CARRIER WAR EXPANSION KIT**

Extends the duration of the Pacific campaign through to May 1946. Contains 400 counters, plus new rules & scenarios - including an alternate history exploring a lower level of US pre-war naval construction, and the invasion of Japan. **TBA**

**AH FLAT TOP**

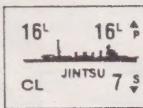
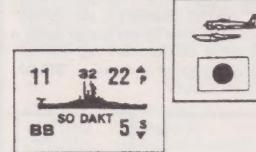
An exhaustive and tense simulation of the Solomon Sea naval battles in 1942. The hidden movement and aircraft endurance systems put immense pressure on the players - and mistakes are ruthlessly exploited as fleet Task Forces & carrier-borne aircraft probe the ocean for targets. With 5 scenarios, 1300 counters (some hypothetical) and a 28"x44" mapboard. **\$65.00**

**AH MIDWAY**

Midway was the the turning point in the Pacific war. With 3 levels of play. Uses a nail-biting hidden-movement system whereby players must send aircraft on 'Search & Destroy' missions to flush out enemy vessels. Contains 235 counters, a 14"x22" Search-board and a 14"x22" Battle-board. **\$40.00**

**VIC PACIFIC WAR**

An epic campaign game of the Allied struggle against Japan, from 1941 to '45. Victory will depend on vast fleet engagements, furious island invasions and careful resource management. Features 2340 counters and two 22"x32" maps. This is a comprehensive simulation of bold strategic operations and fanatic defenses. A very serious historical analysis. **\$99.00**

**VIC TOKYO EXPRESS**

**SOLITAIRE** A game of the desperate naval battles fought off Guadalcanal during nightfall in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a two-player game option, 676 counters, one 22"x32" map, 120 Gunnery cards, and log pads. **\$70.00**

**AH VICTORY IN THE PACIFIC**

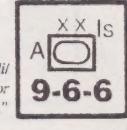
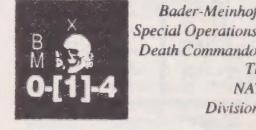
A 'WAR AT SEA' style game set in the Pacific: 1941-45. The mechanics are fast-flowing and entertaining, allowing players to concentrate on the vicious land, air & sea battles. Contains 318 large counters representing individual ships, army corps, bases, and air groups. Plus a 22"x28" mapboard. **\$50.00**

**HYPOTHETICAL WW2****COM BLACK GOLD** (Ziplock bag)

In 1948 the victorious German and Japanese armies face off against one another in a bitter contest for the oil fields of the Middle East. With a 22"x34" map and 300 counters that include the Turkish army, Muslim insurgents, the Emperor's Loyal Hebrews (a crack tank army), missiles, Super-Yamato class Battleships, Death-Commando paratroops, etc. **\$40.00**

**COM MISSISSIPPI BANZI** (Ziplock bag)

The Germans & Japanese have conquered the entire globe, now comes the final challenge - a titanic clash of arms between these two superpowers for total world domination! This game details the Japanese drive towards St. Louis in German-occupied America, and the subsequent battle for Missouri. With 300 counters and a 22"x34" map. **\$40.00**

**COM NATO, NUKE & NAZIS** (Ziplock bag)

Germany manages to achieve a military stalemate in WW2, thus allowing the 3rd Reich to survive in central and eastern Europe. A very uneasy standoff develops between the Allies (now formed into a NATO alliance) and Berlin. In 1992 the Cold War is shattered as Hitler's legions again launch a massive strike westward. 400 counters & 22"x34" map. **\$40.00**

## COM SEVEN SEAS TO VICTORY.

Based on the WAR AT SEA system - this global scenario pits the Kriegsmarine (now sporting an array of potent Z-Plan battleships), and the Italian/Vichy fleets against the Imperial Japanese Navy. The mechanics will include captured & refurbished Anglo-American vessels, and randomly generated (very frustrating) operational directives from a higher command (ie: the Führer). Ziplock game, due May (?). **\$40.00**

## 3W SS AMERICA.

Case Gerd - the Axis invasion of America. The victorious armies of Germany, Italy and Japan are pitted against desperate US and British forces, plus an array of Commonwealth and Latin American troops. Mechanics feature national morale, technological developments, and specialised units. Scenarios include invasions in 1941, '44, '46 and '49. With 800 counters (representing regiments, divisions, corps, fleets & air groups), and four 22"x33" maps (from Alaska to Colombia). Limited stock! **\$90.00**



## 3W TOMORROW THE WORLD

It is 1948, the world is divided between the victorious armies of Germany and Japan - now these two monolithic empires and their foreign legions prepare for the ultimate conquest: total global domination! The Axis & Imperial forces feature land, air, and naval assets. Optional rules provide for national rebellions & nuclear strikes. With 5 scenarios, 400 counters, a 22"x34" mapsheet plus an 8-page alternative history! **\$40.00**

## POST WORLD WAR II

### WES JUNTA

2-7 players compete for the coveted position of El Presidente of La Republica de los Bananas. The game features a rich cocktail of intrigue & power politics - with extravagant Swiss bank accounts, revolutions, coups, assassins, factions, etc. Players will need to bribe, beg & intimidate each other as they jostle desperately for ultimate power. Everything, from the church & media groups, can be used to gain an advantage over opponents. With a map, money, cards & counters. **\$55.00**

### AH KREMLIN

3 to 6 devous players attempt the treacherous climb up to the political pinnacle of the Soviet Politburo. Power politics have never been so brutal yet humorous, as ambitious ministers lie, cheat & bully for the position of Party Chief. A paranoid respect for personal health (and a fear of Siberian salt mines) will keep everyone on edge, waiting for the sudden back-stab from a supposed comrade. A satirical boardgame. **\$50.00**

### AH KREMLIN - REVOLUTION

Play starts with the 12th Party Congress of 1923. Contains 34 new Intrigue cards plus 26 historic personality cards. **\$20.00**

### VIC (THE) KOREAN WAR

Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN air-drops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower & guile is pitted against numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. **\$60.00**

### AH PLATOON

An introductory level game set in the steamy, tangled jungle depths of Vietnam. Players must utilise squad-level tactics as their troops stalk the enemy. With 152 large counters (individual soldiers) and two 11"x14" mapboards. The easy to read rulebook includes weapons tech information. **\$40.00**

### GDW RED EMPIRE

A card game that duplicates the cunning and treacherous contest for power in the Russian political hierarchy. Factions that include party, military & KGB leaders lust viciously after the General Secretary card. But the dreaded Regional Crisis cards can ruin any General Secretary's day, and even plunge the country into a maelstrom of social conflict. **\$25.00**

### GDW TEST OF ARMS

Covers the many 'small', but vicious, wars that have engulfed the 3rd World since 1950 - from Korea, the Arab-Israeli wars, and the Iran-Iraq struggle, to Nicaragua. With 29 scenarios set in 11 international flash-points. Full air-ground intergration, with air-to-air combat and chemical weapons. Contains 480 counters and six 11"x16" maps. **\$55.00**



### VIC VIETNAM 1965-1975

Total domination in this war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require very careful planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. 780 counters & two 22"x32" maps. **\$50.00**

## WORLD WAR THREE

### WES AIR & ARMOR

Around Wurzburg a massive Soviet armoured drive is arrested by a determined U.S. defense - artillery & helicopters pound the rear echelons of an attacking Soviet Guards Division while dug-in AFVs spray the leading T-80s with missile & cannon fire. With 10 scenarios, complex command-control rules, hidden formation strengths, 600 counters (company & regiment scale), a 22"x34" map (1 mile per hex), chemical weapons, electronic warfare and military doctrines. **\$55.00**

### OME AIRLAND BATTLES

An American forward deployed corps (and follow on reinforcements) is pitted against a Soviet combined arms army supplemented by a second echelon tank army. Units are at brigade or regiment scale with air, artillery, electronic, engineer, chemical, and missile support elements. Endeavors to simulate the coordination & sequencing of all combat assets. With 600 counters and a 21"x32" mapsheet. **\$40.00**

### OME DESERT VICTORY

Tactical combat between a US mechanised infantry division and an Iraqi Republican Guard brigade. Units represent platoons or sections. The mechanics include air support, engineers, mines, leader initiative, night fighting, air defense, artillery, and NBC warfare. With 4 levels of play, four 10"x16" maps and 600 counters. **\$60.00**

### AH FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over modern Europe. The rules allow for both solitaire dogfights & complex, multi-flight engagements. With fast-playing mechanics, 520 counters (featuring over 200 aircraft types) and an AMAZING 22"x32" mapboard. **\$70.00**



### VIC GULF STRIKE 3rd Edition

The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one multi-role force, as victory cannot be attained without this triphibious integrity. Contains 1240 counters (with units from 16 nations), four maps, multiple regional scenarios, and an update kit that covers the US/Iraq war & NBC warfare. **\$80.00**

### OME LAST BATTLE FOR GERMANY

Operational game of a Warsaw Pact invasion of the West in the 1990's. Includes air support, EW, NBC strikes, political events, weather, supply, refitting, NATO multinational restrictions, urban defense, WarPac restructuring, and more. With a 22"x30" map, 1200 counters and 3 scenarios. **TBA**

### LAST BATTLE

Post Holocaust squad-level battles in a war-ravaged and politically stagnant Europe. A desperate, bloody struggle for survival between the remnants of once great armies. Rules include detailed vehicle damage, plus leadership & unit cohesion. With 302 counters (individual soldiers & vehicles), 64 vehicle cards, six 11"x17" maps and nine scenarios. **\$55.00**

### OME MAIN BATTLE AREA

Combined arms warfare between Soviet/US Battalions and regiments. Unit scale is at platoon/section level. With four stages of rules complexity that cover everything from thermal night sights & FASCAM minefields, to subordinate leader initiative. Contains 600 counters and a 21"x30" map. **\$55.00**

### 3W MODERN NAVAL BATTLES

A great card game for 2 to 6 players, where fleets are created using vessels from America, England, France, and Russia. This is a fast-playing & very entertaining tactical representation of sea-borne combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship & 120 Action Cards. **\$35.00**

### 3W MODERN NAVAL BATTLES II

The campaign version of MODERN NAVAL BATTLES. Contains 110 new ship cards, 60 action cards including 8 new types, and 7 war zone displays that enable you to pit national fleets against one another. The emphasis is on action and enjoyment, with a myriad selection of strategy options. **\$40.00**

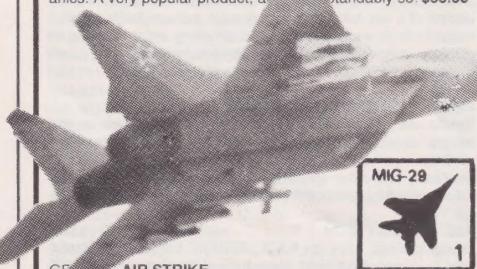
### 3W MODERN NAVAL BATTLES III

This expansion kit contains 46 aircraft cards (including new squadron cards), 49 ship cards, 20 'Bad Luck' cards, 7 tactical cards, 47 action cards, 6 action summary cards, 202 'sister ship' stickers and an 8 page rulebook (includes mines). **\$45.00**

## AIR SUPERIORITY

### GDW AIR SUPERIORITY

A superb simulator of modern tactical aerial combat. The 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the F-19A Stealth Fighter. Contains four 10"x15" maps, 30 scenarios (3 solitaire), and outstanding game mechanics. A very popular product, and understandably so! **\$55.00**



### GDW AIR STRIKE

A supplement for AIR SUPERIORITY that introduces air support & ground strike missions (bomb runs, tank-busting, and the like), specialty aircraft and anti-aircraft defense systems. With new rules, 480 counters (32 new aircraft & 38 AA types), six 10"x15" maps and 25 scenarios. **\$55.00**

### GDW DESERT FALCONS

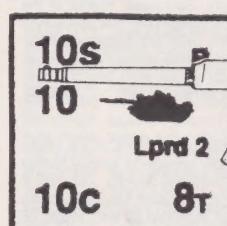
24 tense and explosive scenarios over the Middle East, the unforgiving proving ground of modern air combat tactics. Set from the 1950s to the 1980s. Includes optional & advanced rules, 120 counters, and 24 new aircraft Data Cards. **\$18.00**

### GDW GUNSLINGER

1950-75 scenarios featuring jet-fighter duels over the bloody battlefields of Korea and Vietnam. It seems that this boxed set can be played without AIR SUPERIORITY. Due? **\$55.00**

### AH ATTACK SUB

A simple yet tense multiplayer game of high tech submarine warfare that utilises 48 Ship cards & 128 Action cards (which determine contacts & firing formulas). Scenarios cover all manner of engagement, from individual subs prowling for prey to ruthless sub packs stalking a Carrier Task Force. **\$50.00**



### GDW BATTLEFIELD: EUROPE

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed resentment and desire to restore ancient borders. Contains 15 scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters. **\$50.00**

### GDW CAPTAIN'S EDITION HARPOON

Each ship or sub is represented by an illustrated card, with data on offensive armaments, defense, electronics & movement. The mechanics are basic, but this allows the players to concentrate on strategy. With a 17"x22" map, various cards & counters plus plastic aircraft. Great for beginners. **\$60.00**

### VIC CENTRAL AMERICA

South American Gun-ship diplomacy, from guerrilla incursions, covert & insurgency operations, to full military confrontations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Has 16 scenarios. **\$70.00**

### AH MBT

A detailed, yet fast moving, squad-level game based on a near future conflict in Germany. 436 counters (utilising vehicle data cards) feature the latest APCs, AFVs, choppers, artillery units and aircraft from the US, USSR and Germany. Players create and deploy platoon, company & battalion sized formations. With four 8"x22" mapboards (100 meters per hex), three levels of complexity, and complete TO&Es. **\$70.00**

### AH TAC AIR

U.S. & German forces must stem a Warsaw Pact invasion thru the Hof Gap. This is a damn good mobile combined arms airland game. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile/hex). Great! **\$70.00**

### GDW TEAM YANKEE

American and Soviet tank companies clash in Europe. Rules include artillery, chemical warfare, morale & air support. With 8 scenarios, 260 counters and four 13"x20" maps (100 yards per hex). Mechanics are designed for beginners, and stress the tactics of combined-arms warfare & leadership. **\$60.00**

## THE FLEET SERIES

A superb set of modern naval combat simulations. Each game counter in the series represents either an individual vessel or a squadron of aircraft. The time scale is 8 hours per turn while the map scale is 46 nautical miles per hex. The mechanics are comprehensive, but not unwieldy for experienced players.

### VIC SIXTH FLEET

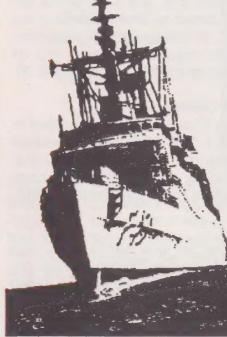
Covers surface and air operations in the conflict-scarred Mediterranean. With 644 counters (representing 16 nationalities), two 22"x32" maps, and 14 scenarios plus campaigns. **\$70.00**

### VIC 2ND FLEET

The bitter North Atlantic conflict - NATO must ensure that its ocean supply-lines remain open during WW3. Has three levels of complexity. With 644 counters (from 7 nations), two 22"x32" maps (46 miles per hex) and 10 scenarios. **\$70.00**

### VIC 7TH FLEET

The Far Eastern Soviet fleet lashes out at Japan and her neighbors. With revised & updated mechanics. Contains 740 counters (representing 11 nationalities), three 22"x32" maps, 9 scenarios, 4 campaigns & 3 levels of complexity. **\$80.00**



### VIC FIFTH FLEET

Conflict erupts after the Soviets blockade the Persian Gulf, starving the West of oil. Includes the variable alliances of India, Iran & Indonesia. With 740 counters (from 21 nations), three 22"x32" maps, 9 scenarios and 3 campaigns. **\$80.00**

### VIC THIRD FLEET

Covers operations in the North Pacific, the volatile Caribbean and the eastern Atlantic. Features 740 counters, three 22"x32" maps, 12 scenarios, and 3 levels of rules complexity. **\$70.00**



## SUPREMACY

### SUP SUPREMACY

Two to six megalomaniac players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is achieved thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x20" gameboard, a wad of high denomination notes, 65 Resource cards, various aids, and a mass of plastic markers (for armies, fleets & nuclear strikes!). **\$90.00**

### SUP RESOURCE DECK TWO

Contains 65 cards that change the economic and strategic values of territories, thus transforming global planning. **\$20.00**

### SUP THE FIELD MARSHALL'S HANDBOOK

An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a two player system, and tournament rules. **\$20.00**

### SUP WARLORDS & PIRATES OF THE NEUTRAL ZONES

Neutral territories & seas now become the domain of militant regional forces that can harass or aid the players. **\$20.00**

### SUP NEUTRON BOMBS & KILLER SATELLITES

New strategic weapons that will directly affect military postures & readiness. With Solos & Spaceports - 348 pieces. **\$40.00**

### SUP THE MIDDLE POWERS

Introduces 2 new strategic powers - the federation of Australasia & the Dominion of Canarctica. With 216 markers. **\$30.00**

### SUP THE HIGH TECH EDGE #1

Upgrades for conventional forces + rules for secret research & development to enhance armaments & economies. **\$30.00**

### SUP THE HIGH TECH EDGE #2

Increases the power/range of the strategic forces: nukes, L-stars, neutron bombs & killer sat's. With 160 cards. **\$40.00**

### SUP UNCONVENTIONAL FORCES

Introduces the sinister side of global war - assassins, spies, saboteurs and secret weapons. **\$30.00**

### SUP FORTUNA

Cards & rules for 'News, Rumours or Acts of God': natural, economic and political disasters - coups, plagues, etc. **\$30.00**

### SUP THE 'MINIATURES OF WAR' SERIES

#### SUP BOOMERS

A box set with ten 58mm plastic submarine models. **\$40.00** Future miniatures will include MBTs, IFVs, Gunships, airborne AFVs, bombers (strategic, tactical & stealth), fighters, hunter-killer subs, aircraft carriers, cruisers & amphibious assault ships.

## SCIENCE FICTION

### LEA ALIENS

A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a 'Xenomorph' (bug-hunt) report. The game has 3 deadly scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. The rules are simple, but ferocious, and include solitaire mechanics. **\$50.00**

### LEA ALIENS EXPANSION

Includes new rules (face huggers, backup weapons, etc) and scenarios, plus a 33"x17" map of the Alien Queen's labyrinthine nest - a maze of tunnels wherein lurk a veritable horde of terrifying beasties, all eager for some tasty marines! **\$30.00**

### LEA THE COLONISTS' LAST STAND

A gallant, and very desperate, defense of Hadley Station by terrified researchers, technicians & families. The aliens will be delayed until a Colonial Marines combat team arrives. **TONY**

### IRO ARMORED ASSAULT

Future tactical combat between hi-tech weapon-systems, including ocean vessels, subs, tracked AFVs, armored walkers, grav tanks, artillery, aerocraft, power armor infantry, and more. With 3 levels of complexity, 2 rulebooks, 610 counters (130 in colour) & four 17"x22" maps (100 meters/hex). **\$60.00**

### IRO ARMORED RESERVES

80 page compendium of new combat vehicles, power armour & aerocraft. With 160 colour counters + 10 scenarios. **\$28.00**

### WES BATTLE FOR ENDOR

**SOLITAIRE:** Just like the movie - silly little furry critters, armed only with stone-age weaponry, manage to route an entire legion of Stormtroopers! The Rebels must shut down a generator that is fueling the Death Star's Energy Shield. With a 33"x22" mapsheet, 62 stand-up counters (heroes, Walkers, Speeder Bikes, Catapults, etc) and 42 illustrated cards. **\$55.00**

## BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs - huge hi-tech weapon platforms bristling with an array of powerful armaments and piloted by the military's elite - men and women who are the new knights of the battlefield.

### FAS BATTLETECH 2nd Print.

Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water and the remnants of a lost technology. 48 colour 'Mech counters, 120 other counters, and two 22"x18" maps. The second printing contains the Battletech Manual. **\$35.00**

### FAS CITYTECH

Urban combat rules for BATTLETECH. Introduces infantry and an array of futuristic conventional fighting vehicles. 256 full colour counters and two 22"x17" maps. Boxed. **\$50.00**

### FAS CITYTECH KIT

Same as above, but without rules or box. **\$25.00**

### FAS AEROTECH KIT

Completes the futuristic battlefield by introducing atmospheric and orbital air combat using Aerospaces fighters and Dropships. Only contains 224 counters + 22"x36" map. **\$18.00**

### FAS BATTLETECH REINFORCEMENTS

110 full-colour, back printed, heavy stock, 5.5cm 'Mech counters with stands.. Includes game record sheets. **\$40.00**

### FAS BATTLETECH REINFORCEMENTS II

Contains colour counters and record sheets for the 'Mechs featured in the Tech' Readout #3050. **\$40.00**

### FAS BATTLEFORCE

Covers small unit actions in the 31st Century. Future war-fare with formations of AFVs, infantry, air support assets, artillery and the muched feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. **\$60.00**

### FAS THE SUCCESSION WARS

Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star' Lord. Contains 480 counters (with 115 battletech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game with bloody confrontations, mighty alliances, and terrible deceit! **\$60.00**

### FAS BATTLETROOPS

A fast simulation of tactical small-unit actions in the urban environment. Two or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs be-come prey for smaller, faster predators!. With four 22"x33" maps, 56 free-standing counters & 200 markers. **\$45.00**

## BATTLETECH SUPPLEMENTS

**THE BATTLETECH COMPENDIUM** Rule clarifications, new game mechanics, hard data on Star League/Clan tech-ology, plus a system for miniatures & more. **\$28.00**

**BATTLETECH 20 YEAR UPDATE** The Inner Sphere has changed - new alliances rule the stars while bitter confrontations ruin worlds. It is the beginning of the Clan wars **\$22.00**

**TECHNICAL READOUT #1 3025** Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, etc. **\$25.00**

**TECHNICAL READOUT #2 3026** Details on infantry weapons, personal equipment, AFVs, surface ships, etc. **\$25.00**

**TECH READOUT #3 2750** Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. **\$25.00**

**TECH READOUT #4 3050** Tech information on the Clan invader's equipment, and the desperate Inner Sphere **\$25.00**

**MECH RECORD SHEETS #1: LIGHT MECHS** **\$20.00**

More information on this product later.

**MECH RECORD SHEETS #2: MEDIUM MECHS** **\$20.00**

Due April.

**BATTLETECH MAP SET** Six 22"x18" maps **\$40.00**

### BATTLETECH MAP SET #3.

Contains eight new 18"x22" mapsheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) & city (residential) hills. **\$35.00**

**DROPSHIPS AND JUMPSHIPS** A wealth of historical & statistical detail on the deep-space/orbital transports. **\$30.00**

**CAMO SPECS** Regimental painting guide. **\$12.00**

**PLASTECH** Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the BATTLETECH map sets. **\$27.00**

**OMNIMECHS BLUEPRINTS** . **\$25.00**

Four sturdy 22"x34" blueprints - Thor, Vulture, Mad Cat & Loki

**BATTLETECH NEWSLETTER #2** **\$5.00**

A 15 page rules-variant produced by one of our staff. Contains streamlined miniatures rules that enable players to field forces of 20 or more 'Mechs without compromising playability.

## BATTLETECH SCENARIOS

**SORENSEN'S SABRES** 20 scenarios **\$18.00**

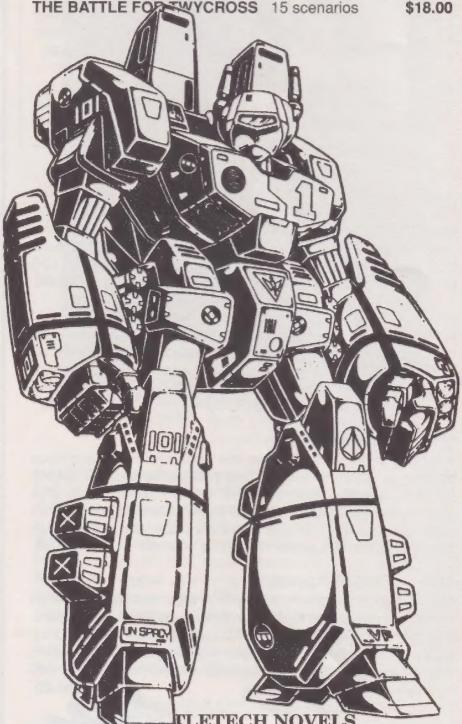
**THE GALTOR CAMPAIGN** Between Davion & Kuria **\$18.00**

**ROLLING THUNDER** 16 BATTLETECH scenarios **\$18.00**

**THE KELL HOUNDS** 11 BATTLETECH scenarios **\$15.00**

**MORE TALES OF THE BLACK WIDOW** Merc' leader Natasha Kerensky vs the Clan invaders - 15 scenarios. **\$18.00**

**THE BATTLE FOR MYCROSS** 15 scenarios **\$18.00**



## TLETECH NOVELS

**THE SPIDER & THE WOLF** Graphic Novel with 2 scenarios and a messy bar-room brawl boardgame! **\$8.00**

**THE PRICE OF GLORY** **\$10.00**

**WARRIOR: EN GARDE** **\$10.00**

**WARRIOR: RIPOSTE** **\$10.00**

**WARRIOR: COUPE** **\$10.00**

**HEIR TO THE DRAGON** **\$10.00**

**LETHAL HERITAGE** Blood of Kerensky **\$10.00**

**BLOOD LEGACY** Blood of Kerensky (due ?) **\$10.00**

**SHRAPNEL** Short stories - illustrated in colour. **\$35.00**

See **MECHWARRIOR** (in Role-Playing section) for more BATTLETECH related products.

# CAR WARS

## STE CAR WARS DELUXE

Automobile combat on the freeways in the year 2040. Players design armored and armed vehicles, then employ them to wreak havoc and bloody vengeance on the road. With 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks and motorbikes. \$50.00

## STE CAR WARS

The return of the original basic set. This mini-box contains 103 colour counters, 64-page rulebook & two 22"x34" maps. \$25.00

## STE CAR WARS - THE CARD GAME

A fast-playing multi-player game of arena combat between armoured vehicles armed with machine guns, missiles, autocannons and flamethrowers. Contains 108 cards. \$35.00

## STE AERODUEL

Boxed set containing two 21"x32" airport maps, 44 page rulebook and 119 colour counters - everything from hang-giders and jet-packs to airships and gunships. \$50.00

## WES ESCAPE FROM THE DEATHSTAR

A handful of ersatz heroes find themselves deep within the steel bowels of the Death Star - a massive siege platform the size of a small moon. They come to a consensus that they must (A) try to sneak back to their ship and escape, (B) blast the crap out of every Stormtrooper they can spot, and (C) run like hell if Darth Vader makes any guest appearances! The game can be played solitaire or with several people. \$55.00

## TAS FEDERATION & EMPIRE (DELUXE)

Second Edition: Creates the entire Galactic war between the Coalition (Klingon, Lyran & Romulan) and the Alliance (Federation, Kzinti, Hydran & Gorn). This is a huge galaxy-spanning campaign of bold military conquest and shrewd economic growth. With new rules, multiple scenarios, 1512 counters, two 19"x23" maps and an 80 page rule/scenario book. For 2 to 8 players. Quite comprehensive. \$99.00

## TAS DELUXE FLEET PACK

Expansion set containing an 11"x17" mini-reproduction of the F&E maps, 432 extra counters, and two player folios. \$27.00

## TAS FOLIO PACK

Contains six player folio booklets - each of which is a convenient way to handle the bookkeeping aspects of F&E. \$14.00

## STE ILLUMINATI (DELUXE)

2-6 players scheme and fight for ultimate control of the world, using, abusing and destroying as many strange organisations and weird institutions as possible as they scramble for power and influence! Stealth and guile are the key stratagems in this furious cardgame. Ideal for an entertaining evening of total mayhem with friends. 108 cards & 168 money chits. \$45.00

## AH MERCHANT OF VENUS

1 to 6 daring galactic merchants set forth on an odyssey of travel and trade. This is an entertaining game of exploration, discovery & greed as players race across the void to meet strange life-forms and rip them off! Optional rules introduce such niceties as piracy, armoured transports, and more. With 392 counters, 58 cards and a 24"x22" mapboard. \$60.00



## STE OGRE/G.E.V.

War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of platoon-level combined-arms tactical combat between an array of conventional weapons (powered infantry, tanks, hovercraft, missile artillery, etc) and the awesome Ogres (Synthetic Aggressors - huge cybernetic killing-machines). This is a combined re-issue of two classic (and very entertaining) games. With 187 counters, a 15"x13" and another 13"x8" map. \$25.00

## FAS RENEGADE LEGION: INTERCEPTOR

The Commonwealth's battle against the tyranny of the Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed 'flow-chart' style damage rules and a wide selection of weapon systems. Includes history and ship data. With 156 counters & two 21"x35" maps. \$60.00

## THE FIRE EAGLES

Contains 15 scenarios. \$15.00

## T.O.G. FIGHTER BRIEFING

Data on 20 fighting ships. \$18.00

## COMMONWEALTH FIGHTER BRIEFING

See above. \$18.00

## RENEGADE'S HONOR REN. LEGION novel

\$10.00

## STE BOAT WARS

Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft and aquabikes. With four 21"x32" maps, templates, turning keys, and 100+ colour counters. Includes sharks and other aquatic menaces, plus nifty Uncle Al's gadgets (like explosive duck decoys)! \$40.00

## CAR WARS TANKS

TBA

CAR WARS COMPENDIUM II A collection of revised, and enhanced, rules from all the Car Wars supplements. Includes a collection of Uncle Al's catalogue material. \$35.00

MINI CAR WARS Cute little introductory game with 17 paper counters and some tiny maps. \$2.00

VEHICLE DESIGN SHEETS • 60 record sheets for cars, bikes & boats - with control/crash tables, etc. \$18.00

AADA VEHICLE GUIDE #3 78 new vehicle designs - from Division 5 to Division 100+. Includes counters. \$25.00

AADA ROAD ATLAS: THE WEST COAST \$15.00

AADA ROAD ATLAS: THE SOUTH \$15.00

AADA ROAD ATLAS: THE MIDWEST \$15.00

## AADA ROAD ATLAS: THE FREE OIL STATES

\$15.00

## AADA ROAD ATLAS: THE MOUNTAIN WEST

\$15.00

MIDVILLE A small town with a big reputation for violence & well armed pedestrians. With four 21"x32" maps. \$35.00

COMBAT SHOWCASE 103 new Vehicle designs. \$11.00

CITY BLOCKS 1 32 geomorphic color city sections \$25.00

CITY BLOCKS 2 32 extra 8"x8" city blocks. \$15.00

CITY BLOCKS 3 32 geomorphic Arena sections \$15.00

CW EXP. SET #4 2 21"x32" Autoduel Arena maps \$13.00

CW EXP. SET #5 Two 21"x32" maps to build two new, separate arenas and 48 new car counters. \$10.00

CW EXP. SET #6 156 black-and-white counters. \$9.50

CW EXP. SET #7 Off-road duelling rules. 30 counters and two 21"x32" colour wilderness maps. \$12.00

CW EXP. SET #8 Introducing Helicopters: 19 counters and two new 21"x32" colour maps. \$13.00

CW EXP. SET #9 A HUGE arena map. \$13.00

MUSKOGEE MAYHEM A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. \$35.00

# SPACE HULK

## GAM SPACE HULK

The Emperor's elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze-like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped & rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast mechanics and six very entertaining scenarios. Includes 30 plastic 25mm miniatures. Highly recommended! \$100.00



## GAM DEATHWING

Expansion set featuring new rules (including a solitaire system, extra weapons, multi-level floorplans & a mission generator) a collection of corridor (13) & room (7) sections, 12 plastic 25mm miniatures, and six scenarios. \$70.00

## GAM GENESTEALER

With 15 plastic 25mm miniatures (Marine Librarians & Genestealer Hybrids with heavy weapons), 44 Psychic Combat cards, new Blips (including 6 'Stealers'), 8 extra-wide corridor sections, 3 geotiles, plus more scenarios & templates. \$70.00

## CIRTB9 Terminator Squad (8 in boxed set)

\$65.00

C170204 Terminators (2 in blister-pack) \$23.00

C172557 Genestealers or 'Stealer Hybrids' (3) \$15.00

C172596 'Stealer Patriarch & 3 Familiars' \$15.00

## GAM STEAM WARS

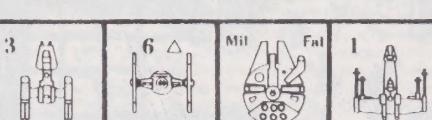
19th century tactical combat that includes land juggernauts, aerial fliers, steam battleships, battle tripods, and more! Real pulp science-fiction conflict - sounds great. Due? TBA

## IRO STAR STRIKE

Simulates deep-space tactical battles involving any number of combat vessels. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a vast Dreadnought! 3 levels of play, plus an array of optional & full ship construction rules. 370 full-color counters & six 22"x17" maps. \$55.00

## WES STAR WARRIORS

Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 27"x34" map, and 80 colour counters. Go chew Darth's ass! \$45.00



## WES STAR WARS COMBAT SIMULATOR

A two-player duel between an X-Wing Starfighter and an Imperial TIE Interceptor using two 240-page illustrated books. Every page in each gamebook allows a player to choose from 3 speeds and 22 maneuvers, plus gives a pilot's eye view of all the action from the cockpit. A very fast and highly entertaining system of futuristic dog-fighting. \$45.00

# FANTASY

## BLOOD BOWL

### GAM BLOOD BOWL II

Second edition. Multi-racial teams fight for victory, either as a competitive 'touch-down' score or as a decent body count! With a 28" x 16" polystyrene playing field, thirty-two 25mm miniatures, markers, templates, a player's handbook, and lots more! A big game, with big components & a big price! \$100.00

### GAM BLOOD BOWL STAR PLAYERS

Rules, stats & profiles for 48 Star Players, racial teams, new Monsters and more! With illustrations & colour photos. \$50.00

### GAM DUNGEONBOWL!

BLOOD BOWL played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered throughout the maze. Includes 32 plastic 25mm miniatures, plus sturdy laminated tiles and counters. \$70.00

### GAM BLOOD BOWL COMPANION

An 80 page hardback book featuring a campaign system, 22 new star players and lots of new rules covering everything from cheerleaders & fans, to magic & secret weapons. \$50.00

### TSR BEST OF DRAGON MAGAZINE GAMES

Baton Races of Yaz - two teams of strange beasties dash madly about an alien swamp, trying to break all the 'bulges' (?) File 13 - a game that simulates the action-packed world of game companies and game designers. A great parody.

King's Table - an ancient strategy game that utilises variable length gameboards and a variable number of playing pieces.

Search for the Emperor's Treasure - an exciting trek thru the lands of Bairdan, fighting monsters and exploring for loot.

Ringside - a 2 player, entertaining & unusual game of boxing.

Food Fight - "All the flavour of cafeteria combat", a multi-player brawling game where the object is to stay clean. \$35.00

### AH DINOSAURS OF THE LOST WORLDS

1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery and dinosaur bashing, with a 16" x 22" jungle mapboard, 60 cards, 65 colour counters and 15 great illustrated scenarios. Avalon Hill's most successful family-style game - recommended for a change. \$40.00

### AH DRAGON PASS

Depicts the War of Agrath's Return (a conflict between the races of Sarfar and the Red Moon's legions) on the truly majestic continent of Gloranthia. This magnificent production displays all the character and diversity necessary for a classic fantasy wargame. Players must utilise armies constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With a 22" x 32" mapboard, 300+ counters, scenarios and a campaign. \$50.00

### TSR DUNGEON! 2nd Ed.

Individual adventurers, notched swords in hand or potent spells carefully memorised, explore the monster infested catacombs of the wilderness in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 players. With a 21" x 35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells), and six plastic miniatures. An entertaining romp in the fetid underworld. \$45.00

### RAL DUNGEON! MINIATURES

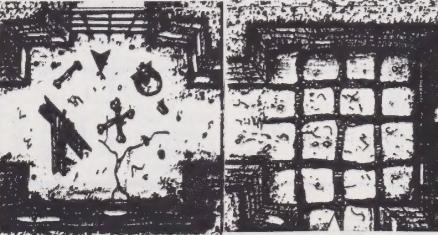
Contains 10 high quality Ral Partha character miniatures plus bases and 14 new spell cards (Telekinesis & Illusion). \$25.00

### GAM DUNGEONQUEST

1 to 4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall - for no amount of wealth can compensate for a violent death! With 115 colour room tiles, 68 monster counters, 174 cards for beasties-traps-treasures and a 23" x 22" mapboard. \$80.00

### GAM HEROES FOR DUNGEONQUEST

A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. \$60.00



### GAM DUNGEONQUEST CATACOMBS

Adds an underground level to Dragonfire castle, thus players may venture into the dungeons in a bid to find a quicker (albeit deadlier) passage to the dragon's treasure. With 71 new cards, 25 new tiles, and 32 new counters. \$35.00

**GAM (ADVANCED) HEROQUEST**  
A blend of fast-paced boardgame action and richly detailed roleplaying adventure. Players create characters and send them into dark labyrinths and haunted temples in search of wealth & dreaded chaos. Characters improve in skills & gain magical artifacts as they prepare themselves for ever darker challenges. With 63 tiles, markers & 36 plastic figures! \$100.00

## MACHO WOMEN

**BTWC MACHO WOMEN WITH GUNS**  
This rather bizarre production is a humorous beer 'n' pretzels marriage of very basic role-playing and boardgaming. The title aptly encompasses the rather shallow theme of play: Step 1 - create various female characters, Step 2 - arm them with an awesome variety of weapons, Step 3 - set the counters up on the map and blow the crap out of everything that comes into line of sight! With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario. \$8.50



### BTWC RENEGADE NUNS ON WHEELS

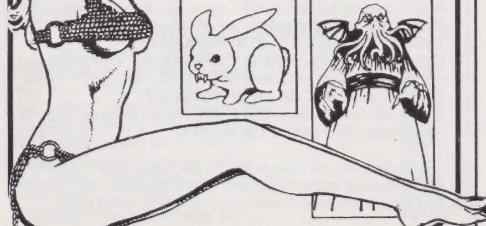
Armed with Uzi's and the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates and monstrous mutants that roam the streets of America. Contains 52 counters, four A4 maps, and 10 pages of rules. This supplement can be played alone. \$8.50

### BTWC BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons and cleavage", whilst on the back page one can read "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any serious, respected, and dedicated gamer ask for? Contains 39 counters, one A4 map, and 10 pages of rules. This game is complete. \$8.50

### BTWC MACHO WOMEN WITH GUNS

THE FINAL CHAPTER (Part One)  
New rules, skills, scenarios & counters for MWWG - plus a separate game wherein 90-year old survivors of WWII must battle to the death for vital supplies in a brutal rest-home bomb shelter. Contains 44 counters, 5 A4 maps & 11 pages of rules. \$8.50

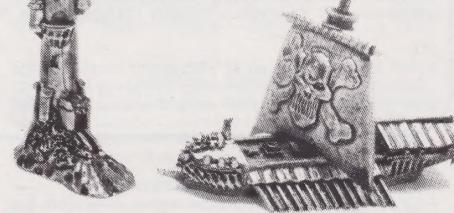


### AH MAGIC REALM

16 very detailed heroic characters are sent on a perilous, grandiose quest for glory and riches in a vast magical world. Includes 20 land tiles, 121 cards and 476 counters. This is the closest a Fantasy boardgame gets to a Role Playing game. With complex magic and combat mechanics. \$50.00

### GAM MIGHTY EMPIRES

A 2 to 3 player strategic level Warhammer game of exploration and conquest in a medieval fantasy world. 112 full colour hexagonal land tiles allow a different map set up every game. The mechanics include fleets, spies, assassins, saboteurs, provisions, magic, and more! Features 150 plastic miniatures that represent cities, fortresses, villages, dragons, ships & armies. Can be used in conjunction with WH FANTASY BATTLES. \$100.00



### TSR MERTWIG'S MAZE

2-9 players lead a party of adventurers thru the wilderness in search of treasure, and a chance to inherit the throne. A great fun monster-bashing game that was designed as a tutorial for DUNGEONS & DRAGONS. With 196 cards (for characters, NPCs, monsters, weapons & treasure), eight 11" x 8" Adventure Area maps and a 25" x 21" wilderness/town map. \$28.00

### IRO SORCERER KING

A fierce battle between 6 kingdoms; the victor will rule all the land, and inherit the power of the ancients. But the glorious path to power is somewhat strewn with hazards: chaos beasties & the warrior knights of the other players. Great combat mechanics, with magic, character advancement, etc. \$50.00

## TALISMAN

### GAM TALISMAN

2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a horde of treasure, attract loyal followers, purchase equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards and a beautiful map. A very entertaining quest game. \$35.00

### GAM TALISMAN: THE ADVENTURE

56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 alternative game endings (both nasty & fun). \$27.00

### GAM TALISMAN EXPANSION SET

70 new colour cards (including 14 new Characters). \$27.00

### GAM TALISMAN: THE DUNGEON

Now players, in their quest for ultimate victory, can enter the eerie subterranean depths of the TALISMAN land. Features 54 colour cards (with 14 new characters and many new dungeon-dwelling beasties!) & a 11" x 16" mapboard. \$40.00

### GAM TALISMAN: TIMESCAPE

A parallel alien world based on the WARHAMMER 40,000 Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures that like nothing better than to feast upon the torn flesh of foolhardy adventurers! Also contains 62 colour cards (8 new characters) and a mapboard. \$40.00

### GAM TALISMAN CITY

Features a map depicting an extension of the Talisman city as seen on the original boardgame. This new area includes streets lined with shops, taverns and other buildings. There are six new characters as well as illustrated cards for encounters, spells, purchases, warrants, etc. \$40.00

### TSR THE GREAT KHAN GAME

A multiple-player game of diplomatic double-dealing, political intrigue and military clashes in a whimsical fantasy world. Only those who can connive against, manipulate and coerce the other players (ie: a real bastard!) will have a chance of creating his/her very own empire! With an 11" x 17" map, 120 counters, and 160 illustrated cards. Fast 'n' fun game. \$35.00



### AH TITAN

2 to 6 Titans march against each other, the ranks of their armies are continually filled with strange monsters, mighty heroes and powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast fantasy slugfest between legions of mythical creatures. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16" x 22" master mapboard & eleven 8" x 11" Battleland maps. \$60.00



# ROLEPLAYING

## ARS MAGICA

**FANTASY** Classic medieval-fantasy wizardry is the central theme of this moderate complexity system - the characters are either powerful wizards or one of their less magically-inclined companions. Got good reviews. LIO

### ARS MAGICA 2nd Ed.

Features a flexible combat system that allows for unpredictable action, and brutal results. Character generation ignores artificial class restrictions, allowing more flexible PCs. Spells are designed by the players. 160 page softcover.

#### (The) Broken Covenant of Calebas

Explore a long deserted covenant, face the Veil of Riddles, and whatever malignant force resides beyond it. This dungeon makes sense! Includes new rules. \$4.95.

#### Covenants

Very detailed rules concerned with the construction and maintenance of unique covenants (Magi fortresses). Includes four extraordinary Ars Magica covenants.

#### (The) Order of Hermes

An in-depth look at an enigmatic and arcane society of Wizards - the mysteries of apprenticeship, the ambitions of potent magicians, their views of 'lesser' non-magical society, and the long, hard path from apprentice to Arch-Mage. 126 pages.

#### Saga Pack

What you get for your bucks is a 3 panel DM's Screen, 16 personalised grogs, and briefing sheets (including story design, creating companions, life of the grog, etc).

#### (The) Sorcerer's Slave

32 page adventure - a uniquely talented apprentice acquires a great fear of magic and runs away. Some time thereafter his covenant learns that he has become a slave to an old conjurer in Constantinople, and a rescue mission is undertaken.

#### (The) Tempest

This saga has as its foundation a drawn-out conflict between the Cult of Mercury and the Order of Hermes - the very future of magic in the world is in the balance.

## BEYOND THE SUPERNATURAL

**HORROR** The modern world, despite its technological sophistication, harbors a dark netherworld of ancient cults & alien monstrosities. The very foundations of society are being corrupted by this inhuman conspiracy. PAL

### BEYOND THE SUPERNATURAL

**\$40.00**

256 page softcover book that features an illustrated supernatural bestiary, psychic abilities, a magic system, modern weapons, four mini-adventures, and much more.

#### Boxed Nightmares

**\$27.00**

Contains GM tips on the elements of horror, rules for creating supernatural organisations, five adventures, and an amusing junk newspaper.

## BUCK ROGERS

**SCI-FI** 25th Century Earth is a polluted planet ravaged by decades of conflict. The empires of Mankind have taken root in distant worlds, taking with them their prejudices, decadent technologies, and lust for war. TSR

### BUCK ROGERS - THE 25TH CENTURY

**\$50.00**

Boxed set containing a 96-page rulebook, 64-page Worldbook, 32-page Technology Book, 4 large mapsheets, a DM's Screen, plus various ship counters & data cards.

#### Technical Compendium

**\$45.00**

A 160 page hardback book that further develops the basic game rules and details an array of technical equipment, weapons & vessels for the 25th Century. Due Sept.

#### 25CA1 Buck Rogers in the 25th Century

**\$20.00**

A desperate adventure of political greed and bloody vendettas, from the luxurious sky-scrappers of the Los Angeles Arcologies to the dangerous wastelands beyond.

#### 25CA2 N.E.O.

**\$20.00**

RAM employs the PCs to search Jupiter's moons for alien artifacts. This unusual mission is a prelude to an adventure that takes the party from the outer asteroids to the satellites of Mercury. Includes floorplans for various ships, space stations, etc.

#### 25CR1 Mars

**\$20.00**

Mars is a place of beauty, tainted by an undercurrent of terror. It is a world that contains the best features of high technology with the worst aspects of oppression and slavery. Includes a geographic/cultural guide, as well as several exotic adventures.

#### 25CR2 Earth

**\$20.00**

Exploded and reviled by the other worlds, Earth slowly smolders under a shroud of industrial poison and decades of cataclysmic upheavals. For most, life here is hell.

#### 25CR3 Inner Worlds

**\$22.00**

This sourcebook details Mercury & Venus, highlighting their political and military interaction, as well as culture and geography. Due May

#### 25CR4 Luna

**\$22.00**

The Earth's moon is the strongest neutral force in the Inner Worlds. Protected by its technological expertise, both RAM and NEO pay heed to its sovereignty. Due Aug.

#### 25CR5 The Belt

**\$15.00**

Sources material on the asteroid belt (which conceals an elusive enigma that every world seeks fervently), and the trans-Saturnian asteroid called Chiron. Due Nov.

#### 25CREF1 Character Record Sheets

**\$20.00**

A 48 page supplement containing record sheets for both PCs and NPCs.

#### 25CS1 Deimos Mandate

**\$15.00**

The PCs are offered a chance to explore one of RAM's high security bases gouged out of a Martian moon, wherein a wealth of sensitive information can be fished.

#### 25CS2 Sargasso of Space

**\$15.00**

Vessels from all the inner worlds are being boldly plundered by pirates hidden in a comet cluster. Naturally it falls to the PCs to go out and kick their butts!

#### 25CS3 A Matter of Gravitol

**• (due June)**

Venian Lowlanders have ceased shipments of a vital resource to the Inner Worlds. In desperation the NEO launches a clandestine mission against them.

#### 25CS4 Phases of the Moon

**\$15.00**

Whilst on a diplomatic mission in Luna a high-ranking NEO official defects to RAM. By whatever means possible NEO must convince the Lunarian authorities to return the traitor, or ensure that RAM don't benefit from his knowledge. Due Oct.

## CALL OF CTHULHU

**HORROR** Beyond the comforting realms of society lurks an ancient & terrifying force, a sinister mythos seething with malevolent desires. Those who discover this eldritch conspiracy fall prey to total madness. Chaostium

### CALL OF CTHULHU 4th Edition

**\$40.00**

Softcover book (192 pgs.) with complete illustrated rules, plus several colour plates and a selection of introductory scenarios for beginner Keepers. This is a highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth.

#### Arkham Unveiled

**\$40.00**

Guide to the town of Arkham, Massachusetts. Details various creepy places, local inhabitants, with a wealth of 1920's source material and adventures.

#### At Your Door

**\$40.00**

A 1990s campaign of six linked adventures. The machinations of the Mythos are subtle, for direct confrontations would needlessly expose their sinister conspiracies.

### CALL OF CTHULHU 4th Edition

**\$40.00**

Softcover book (192 pgs.) with complete illustrated rules, plus several colour plates and a selection of introductory scenarios for beginner Keepers. This is a highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth.

#### Arkham Unveiled

**\$40.00**

Guide to the town of Arkham, Massachusetts. Details various creepy places, local inhabitants, with a wealth of 1920's source material and adventures.

#### At Your Door

**\$40.00**

A 1990s campaign of six linked adventures. The machinations of the Mythos are subtle, for direct confrontations would needlessly expose their sinister conspiracies.

### Blood Brothers

**\$40.00**

A compilation of 13 adventures, each with the dubious distinction of having been developed from B-grade horror movies. 144 pages of classic pulp fear & loathing.

### Creatures of the Dreamlands

**\$35.00**

Beautifully illustrated colour guide to 31 strange and often deadly beasts that inhabit the equally exotic Dreamlands. Each entry is described in detail.

### Cthulhu Casebook

**\$40.00**

Nine terrifying adventures, including reprints of 'The Asylum' & 'Curse of the Cthulians', plus additional articles for the Keeper (such as a unique adventure generator).

### Cthulhu Classics

**\$40.00**

Includes the monstrous campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the city of R'lyeh! Plus five other re-printed scenarios.

### Cthulhu Covers

**\$12.00**

Contains three false book dust-covers with which to adorn more pedestrian titles. Includes the Necronomicon, Cults of Goules and De Vermis Mysteris.

### Cthulhu as Gaslight

**\$40.00**

Softcover ed. - the malignant horror of Cthulhu fouling the fabric of 1890 English society. New rules, plus essays on the period & an adventure with Sherlock Holmes

### Cthulhu Now

**\$40.00**

It's 1990 - investigators can tote around RPGs, LAWs, and a whole mess of assault rifles. But Cthulhu and his noisome host still call all the shots! With 4 adventures.

### Curse of Cthulhu

**\$40.00**

Presents a multi-continent 1920s campaign against The Brotherhood, a sinister society that plots a return to power of an ancient king. Plus a separate adventure.

### Dark Designs

**\$40.00**

Three adventures based in Victorian England. Complete background information on 1890s society is provided. Great cover.

### Dreamlands

**\$40.00**

Softcover edition - an alternative dimension where the psychical essence of sleeping investigators roams. With new rules, spells, and six fantasy/horror adventures.

### Fatal Experiments

**\$38.00**

Contains three independent 1920s adventures, including an unusually dangerous scenario, and an extensive article on ye old black-powder weapons.

### (The) Fungi from Yoggoth

**\$20.00**

A famous psychic has disappeared - finding him uncovers the Brotherhood of the Beast and a global (plus otherworldly) trail of mystery, madness & grisly death.

### (The) Great Old Ones

**\$40.00**

Six scenarios based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages, and not even the least bit related to Great Cthulhu!

### Green and Pleasant Land

**\$22.00**

Sourcebook of 1920s England. Text includes everything both Keepers and players will need to know about society during that time. Features 3 adventures.

### Keeper's Screen 2nd Ed.

**\$13.00**

A four-panel hardboard screen containing all the basic game data needed for play.

### Mansions of Madness

**\$40.00**

Five adventures, each of which is centered on a particularly isolated setting. Hidden from a naive society, eldritch horrors work to thwart mankind's destiny.

### Masks of Nyarlathotep

**\$40.00**

A campaign of terror that spans the globe, and may ultimately destroy it! Set in five places, the players must discover the fate of an Egyptian expedition.

### Miskatonic U. Graduate Kit

**\$22.00**

What every dedicated investigator needs - a diploma from the world's most infamous university! Plus a plethora of wildly useful souvenirs.

### Return to Dunwich

**\$40.00**

Home to wizards and abominable things from earth's past, Dunwich and its surroundings offers curious investigators a chance to lose heaps of SAN! Due May

### Statue of the Sorcerer & The Vanishing Conjuror

**\$20.00**

Two complete eldritch adventures, one set in San Francisco, the other in England.

### S. Petersen's Field Guide to Cthulhu Monsters

**\$27.00**

Encyclopedia of 27 preternatural creatures from the Cthulhu mythos. Each illustrated with colour plates, plus detailed text. Ideal coffee-table book for insomnia!

### Tales of Terror

**\$7.00**

48-page booklet containing 41 scenario 'hooks'. This little cesspool of morbid creations will provide Keepers with the skeletal structure for many an adventure.

### Terror Australis

**\$40.00**

Sourcebook of 1920s Australia and the ancient Aboriginal Dreamtime. With three chilling adventures, a plethora of new creatures, and detailed historical material.

### Terror from the Stars

**\$15.00**

Two adventures: a lost archaeological expedition in British Honduras; and a gold artifact from Peru piques the interest of international art thieves - and much worse!

### Terror of the Stars

**\$15.00**

Two adventures: a lost archaeological expedition in British Honduras; and a gold artifact from Peru piques the interest of international art thieves - and much worse!

### They Came from Below

**\$18.00**

King Earthwurm, his 12 superpowered Darklings, and a noisome horde of Subterraneans surge forth from their underground kingdom to capture the Earth's surface.

### Invasions: Target Earth

**\$15.00**

Create and run your own irrepressible pulp-action alien invasion - using anything from giant reptilian monsters to ancient robots or horrors from the ocean depths.

### Kingdom of Champions

**\$30.00**

208-page campaign sourcebook detailing England, Scotland, Wales & Northern Ireland. Loads of Pommie super-criminals and with about a dozen adventures.

### Mind Games

**\$12.00**

Treacherous residents from the Parapsychological Studies Institute seek the destruction of superheroes through the manipulation of their memories/memories.

### Mystic Masters

**\$20.00**

Superheroic magicians invade from an alternate dimension, with arcane powers and mighty artifacts, these inhuman sorcerers threaten a new dark age! 112 pages

### Olympians

**\$17.00**

The 2nd war against the Titans was long and difficult. When the gods finally won, Zeus decided to re-open the portal to Earth - and discovered the 20th century!

### Road Kill

**\$15.00**

A heavy metal band whose members are all super villains travels around blowing away any available eardrums and trying to splatter people with their stage-dives.

### (The) Zodiac Conspiracy

**\$16.00**

Zodiac - a deadly team of 12 sophisticated, immortal villains who plot world conquest from within their orbiting living lair. Includes full colour character portraits

## CHAMPIONS

**SUPERHERO** Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! All titles listed below are second edition stock only. ICE

### CHAMPIONS

**\$40.00**

Second edition hardcover book containing 346 pages of illustrations and information - a very complete product that uses the award-winning Hero RPG System.

### Alien Enemies

**\$22.00**

A great collection of alien oddities and other strange opponents for those bored super-heroes out there. Includes two new complete organisations and scenarios.

### Challenges for Champions

**\$13.00**

Contains 10 thrilling scenarios plus tips on how to fine-tune each of them to suit specific characters. There are also extensive guidelines on scenario generation.

### Champions in 3-D

**\$30.00**

A 144-page sourcebook for running extra-dimensional adventures, pitting characters against all manner of strange creatures and powerful villains.

### Classic Enemies

**\$20.00**

A 'best of' selection with 75 dangerous villains - both independents and evil organisations. 112 pages, includes the classic 'Escape from Strangerville' adventure.

### Day of the Destroyer

**\$16.00**

The ultimate showdown with that vile nemesis Dr. Destroyer (he's the social dupe on the cover of the hardback rulebook) - in three days time 9 out of every 10 humans in the world will die, unless his lair is discovered and evil plans thwarted!

### Demons Rule

**\$14.00**

Yet another gang of punks have appeared in the city's filthy back-lanes, creating havoc with the law & other tribal street gangs as they fight for prestige & territory.

### G.M.s Screen

**\$18.00**

A large 4-panel screen loaded with various charts and tables, plus 60 full colour character counters, a 22x17" street grid, and a handy 48-page rules summary.

### Invaders from Below

**\$18.00**

King Earthwurm, his 12 superpowered Darklings, and a noisome horde of Subterraneans surge forth from their underground kingdom to capture the Earth's surface

**Death Game 2090****\$15.00**

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

## DARK CONSPIRACY

**SCI FI** Future Earth - from the dangerous urban industrial centers and nearly deserted countrysides covered by sprawling machine-tended corporate farms, to the chaotic & desperate battlefields in East Europe. **GDW**

**DARK CONSPIRACY** • (due April/May)**\$40.00**

This new RPG is certainly a near future scenario wherein environmental and social decay have tarnished the utopian aspect of new technology and corporate political marriages, but it may also be a horror game ("An ancient horror stalks the earth..."). Buy it and find out - it looks good. Based on the Twilight 2000 system.

## DUNGEONS & DRAGONS

**FANTASY** The beginner's version of AD&D - millions of copies have been sold world-wide, and in the process translated into 13 languages. Recommended for players aged 12 and over. **TSR**

**RULEBOOKS****Dungeons & Dragons Game****\$50.00**

This very attractive package is designed to teach the complete novice how to play D&D. The rules are written in a step-by-step format, and are illustrated throughout. Includes an adventure and various stand-up counters. The easy to learn mechanics allow for characters of levels 1 thru 5. Looks great! Due May.

**D&D BASIC RULES****\$25.00**

Boxed set containing two books: A Players Manual (64 pgs.) and a Dungeon Master's Rulebook (48 pgs.), plus dice. For beginning characters of level 0 to 3.

**RULES CYCLOPEDIA****\$40.00**

This 304 page hardback book replaces the Expert, Companion and Masters boxed sets. Details DM's and Player's information for character levels 4 to 6. Due Nov.

**ADVENTURE MODULES****BASIC LEVEL (1-4)****\$13.00****King's Festival****\$13.00**

An introductory module - the local Cleric has been kidnapped by Orcs, thus preventing the fabled King's Festival from beginning. A bold rescue mission is formed.

**B12 Queen's Harvest****\$13.00**

A Wizard dies, but neglects to pass on various objects of worth to his son. Some brave individuals will have to enter the ex-Wizard's stronghold to recover them.

**DDA1 Arena of Thayatis****\$12.00**

It's the festive season in Thayatis, and for dungeon-weary adventurers it's an ideal time for important connections to be made and deeds to be done, duels to be fought & fame to be won! A great interactive module with a new PC class: the Rake.

**DDA2 Legions of Thayatis****\$12.00**

Political subterfuge threatens to undermine the ministerial integrity of Thayatis - the PCs may receive significant rewards if they survive the deadly intrigues of court.

**DDA3 Eye of Traldar****\$15.00**

No substantial information on this product as yet, except that it's designed for characters of level 3 to 4. Due July.

**DDA4 The Draynak Dread** • (4-14)**\$15.00**

Goblins as a race are particularly obnoxious and loathsome, but in Dymrak Forest the local clan has a far worse reputation for unsavory behaviour. Due Dec.

**EXPERT LEVEL (4-14)****\$20.00**

Blackmoor faces its toughest trial by fire - pirates, military empires, ancient races, and religious prophesies threaten a lengthy war. And a band of strange adventurers appear, carrying curious weapons & armor, to tell of an unexpected revelation.

**DA4 The Dutchy of Ten****\$18.00**

The Well of Souls was an unholy artifact made in the heart of a volcano. It was anathema for all good kingdoms but prophecy foretold of its inevitable destruction.

**X6 Quagmire!****\$13.00**

An ancient port city is besieged by a rising sea, ships carrying needed supplies are turned away, and strange creatures thrive in the surrounding dark swamps.

**X8 Drums on Fire Mountain****\$13.00**

A mysterious 'Shipbane' and raiding marine Orcs wreak havoc on the storm-swept Sea of Dread, both are controlled by a malign intelligence that must be destroyed.

**X10 Red Arrow, Black Shield****\$22.00**

The Master of the Desert Nomads has returned! And in his wake follow legions of evil beasties. The free nations are again faced with the grim spectre of slavery.

**X13 Crown of Ancient Glory****\$18.00**

The King is dead, the holy Crown missing, and the royal heir lost at birth. Neighboring nations ready for war, spies and traitors await their chance to add to the confusion. Sound like fun? Well laughing boy, it's your job to solve this mess!

**O2 Blade of Vengeance****\$12.00**

An adventure for one character and one DM. A famed Elfin champion, after years of adventure, returns to find his once peaceful home under magical attack.

**MASTER LEVEL (26-36)****\$20.00****M1 Into the Maelstrom****\$13.00**

An ancient empire suffers the wrath of an immortal emperor, betrayed by his world-position. Vengeance takes the form of a deadly fog that blankets the continent.

**M2 Vengeance of the Alphaks****\$18.00**

Alphaks, the despotic immortal in M1, is back. This time he's enjoying himself provoking two volatile nations into conducting an all-consuming, apocalyptic war.

**M4 Five Coins for a Kingdom****\$18.00**

A city vanishes; only to be replaced by five coins, each with fantastic powers. In a strange realm of sky-islands & warring armies a mighty Wizard must be destroyed.

**M5 Talons of Night****\$13.00**

That bugger Alphaks is at it again! A new age of peace threatens to spoil his plans for an all-out war, in frustration he kidnaps some diplomats and frames the PCs!

**IMMORTAL LEVEL (36+)****\$18.00****IM1 The Immortal Storm****\$18.00**

A swirling grey mass of incalculable size, and bearing a huge humanoid eye, appears without warning and threatens immortal rule. Very unique adventure.

**IM2 The Wrath of Olympus****\$18.00**

To save the world a dangerous mission must be undertaken to create an artifact, defeat a host of legendary foes, and rescue immortals imprisoned by Daemons!

**IM3 The Best of Intentions****\$13.00**

Immortals are dying (is that a contradiction?) and a Hierarch is missing. Only by participating in the multi-plane Immortal Olympics can these problems be resolved.

**D&D CAMPAIGN GAZETTEERS**

Very detailed campaign world series for use with D&D or AD&D. All products include complete historic, economic, geographic and social overviews, as well as entries on major cities, townships, and significant NPCs.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**GAZ1 The Grand Duchy of Karamelkos****\$22.00**

Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruan****\$18.00**

Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri****\$20.00**

A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance

144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**GAZ1 The Grand Duchy of Karamelkos****\$22.00**

Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruan****\$18.00**

Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri****\$20.00**

A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance

144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**GAZ1 The Grand Duchy of Karamelkos****\$22.00**

Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruan****\$18.00**

Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri****\$20.00**

A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance

144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**GAZ1 The Grand Duchy of Karamelkos****\$22.00**

Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruan****\$18.00**

Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri****\$20.00**

A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance

144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**GAZ1 The Grand Duchy of Karamelkos****\$22.00**

Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruan****\$18.00**

Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri****\$20.00**

A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance

144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison****\$25.00**

Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On****\$15.00**

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps****\$25.00**

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death of the Emperors****\$40.00**

Boxed set covering two empires - Thayatis: a warrior nation, and Alphakia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

</

<b>FR8</b>	<b>Cities of Mystery</b>	<b>\$30.00</b>
Boxed set used to create ad hoc communities, from a simple hamlet to a crowded metropolis. Contains 12 street layouts and thirty-three 25mm card-stock buildings.		
<b>FR9</b>	<b>The Bloodstone Lands</b>	<b>\$20.00</b>
The wild lands of the Forgotten Realms - the rugged barbaric kingdoms of Vaasa and Damarra, proud nations hacked from the frozen rock and forged in blood.		
<b>FR10</b>	<b>Old Empires</b>	<b>\$22.00</b>
The ancient desert lands renowned for their god-kings & pharaohs, strange magicks, and long buried tombs and arcane temples - rarely heard of for any adventurer!		
<b>FR11</b>	<b>Dwarves Deep</b>	<b>\$20.00</b>
A very comprehensive sourcebook on Dwarves in the Forgotten Realms. Includes essays on role-playing, natural abilities, culture, magic use, clans, etc.		
<b>FR12</b>	<b>Horde Campaign</b>	<b>\$28.00</b>
A 64 page overview of the Empires War, concentrating on the warriors from all major engagements - their formations, history, costumes, and social life. Due June.		
<b>FR13</b>	<b>Anauroch</b>	<b>\$22.00</b>
A complete overview of the great desert of Anauroch - including material on the ancient empires of forgotten creatures who despise the manish nations. Due Dec.		
<b>FOR1</b>	<b>Draconomicon</b>	<b>\$35.00</b>
128 page reference for Dragons, includes their psychology, magicks, treasures, traps, tricks, etc. Features Dragon roleplay info, a hunter's guide & mini adventures.		
<b>FOR2</b>	<b>The Drow of Underdark</b>	<b>\$33.00</b>
128 page sourcebook dedicated to revealing all that is known about the menacing Drow Elves in the Realms. A wealth of detail for players and DMs. Due July.		
<b>Forgotten Realms Atlas</b>		
Contains a plethora of maps - from sprawling continents and cities, to ancient lairs, castles, temples, and more! 178 pages. Includes reference material for the novels.		
<b>Forgotten Realms Adventure Book</b>		
160 page hardback book. More details on the Forgotten Realms world, with maps for the 'heartland' cities, information on secret societies, descriptions for new spells plus variant magicks, more monster charts, and rules for firearms!		

#### ADVENTURE MODULES

<b>FA1</b>	<b>Halls of the High King</b>	<b>\$20.00</b>
Someone important wishes to hire adventurers to safeguard a large shipment of swords thru the Moonshae Isles. But darker and more mysterious events interfere.		
<b>FA2</b>	<b>Nightmare Keep</b> • (due May)	<b>\$22.00</b>
Deep within the forest's tangled boughs stands an ancient fortification, now overgrown & unkempt. Once an abode to brave men & women, what now lurks within?		
<b>FMA1</b>	<b>Fires of Zatal</b> •	<b>\$22.00</b>
First adventure for the <i>Maztica</i> boxed set. The god of war must be subdued, and this ominous task requires the complete destruction of a volcano. Due Sept.		
<b>FMA2</b>	<b>Endless Armies</b> • (due Nov.)	<b>\$15.00</b>
A vast plague of giant army ants threatens to annihilate the peaceful jungle kingdom of Payti. Whoever impeaches these insects to march forth must be destroyed!		
<b>FRA1</b>	<b>Storm Riders</b>	<b>\$20.00</b>
For use with the <i>Hoard</i> boxed set. After a feisty Mongol princess is kidnapped the lucky PCs are given the task of discovering her whereabouts. Unfortunately for them she has been captured by a huge barbarian army!		
<b>FRA2</b>	<b>The Black Courser</b>	<b>\$20.00</b>
The PCs must continue their search for the princess, as well as a very strange black stallion, whilst being chased by assassins and fierce nomadic horsemen.		
<b>FRA3</b>	<b>Blood Charge</b>	<b>\$20.00</b>
Bruce strength will not suffice; the return of the magnificent stallion and the princess to their homeland will require stealth and guile, for the enemy is far stronger.		
<b>FRC1</b>	<b>Ruins of Adventure</b>	<b>\$20.00</b>
A once thriving community has become the desolate habitat for a horde of nosome undead. The town's survivors want to reclaim their homes, despite the horrors that roam the streets, but alone they are no match for this insidious evil. 92 pages.		
<b>FRC2</b>	<b>Curse of the Azure Bonds</b>	<b>\$22.00</b>
The PCs wake one morning to discover an elaborate blue tattoo covering each of their sword arms. A mystery of huge, dangerous proportions awaits. 96 pages.		
<b>FRE1</b>	<b>Shadowdale</b>	<b>\$15.00</b>
Reduced to mere (powerful) mortals, the Realm's very Gods seek their salvation in a quest for the Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster knows what the hell's going on!		
<b>FRE2</b>	<b>Tantras</b>	<b>\$15.00</b>
Elminster lies murdered, and the PC's are blamed! Their quest for the first Tablet of Fate begins, but a flurry of preternatural hazards and vile treachery oppose them.		
<b>FRE3</b>	<b>Waterdeep</b>	<b>\$15.00</b>
The search is on for the final Tablet of Fate: its recovery will save the Realms from the fallen deities' wrath. But other more menacing entities also seek the artifact.		

#### DRAGONLANCE CAMPAIGN

An epic campaign of war and adventure in the land of Krynn. Only by the deeds and valor of the characters can an entire continent can be saved from a great evil.		
<b>DLC1</b>	<b>Dragonlance Classics Vol. 1</b>	<b>\$35.00</b>
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the terrible conflict tell of a vast humanoid hoard destroying all before it, and the shocking return of evil Dragons to the world. This 128 page book reprints the DL1, DL2, DL3 and DL4 modules.		
<b>DL5</b>	<b>Dragons of Mystery</b>	<b>\$13.00</b>
Sourcebook for the DL campaign - designed to help both players and DMs learn more about their surrounds and history. With new maps and illustrated PC sheets.		
<b>DL6</b>	<b>Dragons of Ice</b>	<b>\$13.00</b>
The PCs enter a ruined port city where Draconians roam the streets and the very sea has reigned. Here they must begin a new quest for the legendary Dragonborn.		
<b>DL7</b>	<b>Dragons of Light</b>	<b>\$13.00</b>
Ergoth Island, refuge for the Elves, is not quite what it seems. From here begins a journey to the Solamnic Knight's final outpost, and the secret of Huma's Tomb.		
<b>DL8</b>	<b>Dragons of War</b>	<b>\$13.00</b>
Defeat is inevitable if the city of Palanthus falls to the vast Draconian army. The only defense is the High Clerist's Tower guarded by bickering Solamnic Knights.		
<b>DL9</b>	<b>Dragons of Deceit</b>	<b>\$16.00</b>
The PCs march into the very heart of the Dragon Highlord's realm, seeking to free the Good Dragons that have somehow been imprisoned by the Dark Queen.		
<b>DL10</b>	<b>Dragons of Dreams</b>	<b>\$13.00</b>
Silvanesti, the ancient homeland of the Elves once fabled for its beauty has become a nightmare realm, forcing the entire populace to flee in terror!		
<b>DL11</b>	<b>Dragons of Glory</b>	<b>\$35.00</b>
Recreates the entire Dragonlance campaign in a boardgame format. Components include two 32" x 21" colour maps of Ansalon, 340 counters representing the Whitestone & Dragon Highlord armies, and a scenario book. Moderate complexity.		
<b>DL12</b>	<b>Dragons of Faith</b>	<b>\$22.00</b>
Trapped deep within enemy territory, the PCs must evade the cruel Highlord's armies whilst trying to locate a person crucial to their defeat of the Dark Queen!		
<b>DL13</b>	<b>Dragons of Truth</b>	<b>\$18.00</b>
Kalaman - site of the final confrontation between the evil Dragon Empire's armies and noble Whitester's force. But ultimate victory rests with a small band of heroes who must cautiously infiltrate the Inner Temple of the Queen of Darkness.		
<b>DL14</b>	<b>Dragons of Triumph</b>	<b>\$22.00</b>
With the fate of Krynn in the balance, the heroes face their ultimate challenge as they battle the Queen of Darkness! Features 6 different endings & source material.		
<b>DL15</b>	<b>The Mists of Krynn</b>	<b>\$20.00</b>
Just when you thought the series had finished! DL15 contains 12 mini adventures, plus essays on the races of Krynn and detailed descriptions of all the major NPCs.		
<b>DL16</b>	<b>The World of Krynn</b>	<b>\$20.00</b>
Four complete & highly diverse adventures, each of which brings into prominence a previously unexplored region of Krynn. These can be used in other campaigns.		
<b>DLA1</b>	<b>Dragon Dawn</b>	<b>\$20.00</b>
Set in the new continent of Taldas - the Good Dragons of this wondrous land are being stalked by a powerful, dark-souled slayer. 'Old World' heroes must save them!		
<b>DLA2</b>	<b>Dragon Knight</b>	<b>\$20.00</b>
The heroes must infiltrate a vicious brotherhood of bounty hunters, and then beat the crap out of him/her/it!		
<b>DLA3</b>	<b>Dragon's Rest</b>	<b>\$20.00</b>
The lucky players must resolve a savage war between two fierce Minotaur clans to do this they must hunt down and destroy the loathsome enemies of the Minotaurs! I wouldn't have a clue what this has got to do with DLA1 & 2!		
<b>DLE1</b>	<b>In Search of Dragons</b>	<b>\$20.00</b>
The crucial yet delicate balance between the alignments is threatened, and the Dragons of Krynn are the first to suffer the tragic consequences.		
<b>DLE2</b>	<b>Dragon Magic</b>	<b>\$20.00</b>
Krynn's moons slowly fade as the alignments become locked in bitter conflict. Only the Astral Dragon can halt this cosmic crisis, but he has mysteriously disappeared.		
<b>DLE3</b>	<b>Dragon Keep</b>	<b>\$20.00</b>
The PCs, with the aid of the Good Dragons, must set forth on an epic quest that takes them to the plains of Lunitar, then into the ocean depths, and beyond!		

<b>DLR1</b>	<b>Otherlands</b>	<b>\$22.00</b>
Details the 'lost' lands of Krynn: Watermere - home of the Dargonesti sea elves; Silesia - jungle island dominated by a spine of mysterious mountains; Chorane - an underground nation by the South Pole that is being torn apart by civil war. 96 pages.		
<b>DLR2</b>	<b>Taladas - The Minotaurs</b>	<b>\$22.00</b>
The fierce warrior race of Taladasian Minotaurs are beginning to show a strong interest in Ansalon's many wars. Includes social & military culture. Due Jan. '92		
<b>DLS1</b>	<b>New Beginnings</b>	<b>\$15.00</b>
An introductory-level module designed for novice players who have never played 2nd Edition AD&D. More info later folks. Due March		
<b>DLS2</b>	<b>Tree Lords</b>	<b>\$15.00</b>
First in a series that gives a detailed account of Krynn's Elf population. DLS2 specifically details the culture and politics of the Silvanesti High Elves. Due May		
<b>DLS3</b>	<b>Oak Lords</b> • (due Aug.)	<b>\$15.00</b>
Characters are given first-hand experience with the elusive and powerful Qualinesti elves when they are asked to rescue The Speaker of Suns from a Goblin horde.		
<b>DLS4</b>	<b>Wild Elves</b> •	<b>\$22.00</b>
The Wild Elves of Krynn, better known as the Kagonesti, are pitted in an endless struggle against fell critters. With adventures and DM source material. Due Nov.		
<b>Dragonlance Adventures</b>		<b>\$12.00</b>
128 page hardback sourcebook. Includes details on the Krynn pantheon, plus stats and facts on the unique races & creatures that populate the land. There is also the completed history of Ansalon, as well as a more detailed appraisal of such groups as the Knights of Solamnia and the Wizards of High Sorcery. Great value!		
<b>Time of the Dragon</b>		<b>\$45.00</b>
Taladas - twin continent to Ansalon, devastated in ancient times by an enormous meteor and horrendously transformed. Populated by gladiatorial minotaurs, wild elves, fireminions, and more. With 4 maps and two sourcebooks (112 & 48 pages).		

All the guild leaders in City Greyhawk have been assassinated. Thousands more will die unless this bizarre vendetta is quickly resolved! Good roleplay opportunities

1977 - the complete list of D&D stock in White Dwarf magazine.



**Dungeons & Dragons**

**A UNIQUE CONCEPT IN GAME DESIGN**

Create your own fantasy worlds of Magic, Monsters & Treasure. **£6.75**

(For a full description please send SAE)

**SUPPLEMENTS & PLAYING AIDS**

Swords & Spells	£3.40
Dice Sets	£1.50
Chainmail	£3.40
Greyhawk	£3.40
Blackmoor	£3.40
Eldritch	£3.40
Wizartry	£3.40
Gods, Demi-Gods & Heroes	£3.40
Gargoyles	£1.50
Geomorphs	£1.50
Character Sheets	50

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

#### GREYHAWK CAMPAIGN

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.		
<b>World of Greyhawk</b>		<b>\$35.00</b>
Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.		
<b>Greyhawk Adventures</b>		<b>\$35.00</b>
128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.		
<b>City of Greyhawk</b>		<b>\$40.00</b>
One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!		
<b>Greyhawk Wars</b>		<b>\$45.00</b>
The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.		

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.

**City of Greyhawk**

One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21" x 32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!

**Greyhawk Wars**

The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a vicious five-year war. This boxed set includes a wealth of background campaign material. Due Dec.

**1977 - the complete list of D&D stock in White Dwarf magazine.**

Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.

**World of Greyhawk**

Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21" x 32" colour maps.

**Greyhawk Adventures**

128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs

## DARK SUN

<b>DARK SUN •</b>	<b>\$45.00</b>
Athas was once a civilised paradise ruled by awesome sorcerer-kings. Now it is a desert filled with warped parades of Dwarves & Elves, super-intelligent dragons & ferocious humanoids. Humans control the once-great cities, but their pale magic is slowly killing the world. This boxed set will contain maps & 3 books. Due Oct.	
<b>DS1 Freedom</b> • (due Jan. '92) <b>\$27.00</b>	
During a desperate revolt Slave-gladiators become the leaders of a small outlaw band, but their chances of escape are diluted by a growing hunger for revenge.	

## AD&D MODULES

The following key applies to the stock below: (L) indicates a module for low-level characters; (M) indicates a module for mid-level (4-8), and (H) means High-level.

<b>C4 To Find a King</b> (M) <b>\$13.00</b>
In Pelham's time of greatest need a two-centuries dead king will rise to restore order. But the throne remains vacant, and the nation's situation rapidly deteriorates.
<b>C6 RPGA Tournament Handbook</b> (M) <b>\$20.00</b>
Contains full guidelines tournament design and organisation. Also includes two adventures: 'Honor Guard', and the whimsical 'Long Way Home'.
<b>DK1 The Shattered Statue</b> (M) <b>\$13.00</b>
A mysterious note, a disappearing 5-foot-long religious relic, and the ruins of two schools of magic - in this pulsing adventure they all have something in common.
<b>H4 The Throne of Bloodstone</b> (H) <b>\$18.00</b>
Unfortunately this time of mindless horror, this passport to grisly death and general pants-wetting terror, is currently out of stock and as a consequence I can't review it.
<b>I-3-5 Desert of Desolation</b> (M/H) <b>\$30.00</b>
Prophecies tell of the arrival of a band of heroes, and of a battery of tests to gauge their mettle. Legends mention mysterious gemstones, boundless wealth, malignant spirits, and haunted pyramids. Discover the truth.

<b>LC3 Nightwatch in the Living City</b> • (M?) <b>\$15.00</b>
A coastal-port city in the Forgotten Realms is cloaked by a supernatural fog. Deep within its cold embrace there is a mystery, and gruesome secrets. Due April.
<b>LC4 Port of Raven's Bluff</b> • (M?) <b>\$22.00</b>
This Living City accessory details the Ravens Bluff wharf area, including personalities, creatures, ships, businesses, and adventures. Due Aug.
<b>OP1 Tales of the Outer Planes</b> (M/H) <b>\$20.00</b>
11 complete adventures based within the Outer Planes, plus 17 small 'air encounters'. Requires Manual of the Planes to play. Ideal of a change of scenery.
<b>REF3 The Book of Lairs</b> (LM/H) <b>\$27.00</b>
61 mini adventures, each 1-to-2 pages long - all PC levels included. Each scenario is adaptable to almost any situation & feature a number of unique situations. Great!

<b>REF4 The Book of Lairs II</b> (LM/H) <b>\$27.00</b>
65 mini adventures, each arranged by terrain type. Ready-to-play encounters for all character levels, some scenarios can last several nights if skilfully DM'd.
<b>REF5 Lords of Darkness</b> (M/H) <b>\$20.00</b>
10 great Forgotten Realms adventures featuring every conceivable type of undead, in all sorts of nefarious situations. Includes chapters on wards & necromantic spells.
<b>S1-4 Realms of Horror</b> (M/H) <b>\$22.00</b>
Four classic modules reprinted & newly revised: Tomb of Horrors, White Plume Mountain, Expedition to the Barrier Peaks & The Lost Caverns of Tsojcanth. With an 80 page adventure book, a 48 page illustration book, & a 16 page map booklet.

<b>T1-4 Temple of Elemental Evil</b> (L/M) <b>\$35.00</b>
Thank you Gary Gygax - paragon of roleplay mastery - here we have a megadungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level! Wow!
<b>GENERAL ACCESSORIES</b>
<b>AD&amp;D Trivia Game</b> <b>\$60.00</b>
Oh wow! Now my AD&D collection will be complete, I await this product in an unrestrained rapture of excitement. Boy o boy! Due Aug.

<b>(The) Art of the AD&amp;D Fantasy Game</b> <b>\$35.00</b>
A great 126 page book printed on quality glossy stock, and dedicated to the magnificient illustrations that have adorned TSR's products these past few years.
<b>(The) Art of Dragon Magazine</b> <b>\$35.00</b>
A celebration of sorts for the artwork of Dragon magazine - from those great early issues thru to recent times. 128 pages with colour and black 'n white illustrations.
<b>(The) Art of the Dragonlance Saga</b> <b>\$30.00</b>

Those who also enjoy ogling skimpily-clad viragos and serpentine monstrosities will certainly get their money's worth with this excellent 126 page book.
<b>Battlesystem Miniatures Rules</b> <b>\$35.00</b>
See the Miniature Rules section in this catalogue.
<b>Battlesystem Skirmishes</b> • <b>\$35.00</b>
Further develops the Battlesystem mechanics for man-to-man individual combat. Includes extensive rules on gladiatorial contests & campaigns. 128 pgs. Due Sept.

<b>Best of Dragon Vol. #2</b> <b>\$11.00</b>
Features 6 interesting NPC Classes, lots of AD&D essays from the pen of Gygax, and various articles discussing a wide variety of topics to dedicated DMs.
<b>Best of Dragon Vol. #3</b> <b>\$11.00</b>
With brilliant articles on non-human races (now in 2nd Ed.), several great essays on Dragons, in depth discussions on character classes, plus a new aerial race.
<b>Best of Dragon Vol. #5</b> <b>\$10.00</b>
Contains a plethora of articles that cover virtually everything, from ancient firearms and title-generator tables for powerful characters, to guidelines for 'Wish' spells.

<b>Castles</b> <b>\$50.00</b>
Boxed set detailing a major castle from the Dragonlance, Forgotten Realms and Greyhawk worlds. Each is fully described in three 48 page books. Features 3 large maps, new Battlesystem rules and a mass of 25mm cardboard cutouts.
<b>HR1 Vikings</b> • <b>\$35.00</b>
Campaign accessory designed to give both players & DMs all the necessary background material for Norse adventures. Includes suitable genre magic. Due May.
<b>Mertv's Maze</b> <b>\$25.00</b>
For more details see the Fantasy listing in the Wargames section of this catalogue

## ELFQUEST

<b>FANTASY</b> Based on the popular comics created by Wendy Pini. The World of Two Moons features an array of mystical races and magical creatures, the most prominent being the diverse tribes of Elf & Troll. <b>Chaosium</b>
<b>ELFQUEST</b> <b>\$40.00</b>
This second edition, 192 page softcover includes all the necessary rules and source material, plus the Elfquest Companion, character sheets, and scenarios.

## GANGBUSTERS

<b>HISTORIC</b> Infamous criminals and renown crime fighters compete against one another for the political and economic control of Lakefront City in this entertaining 1920's to 1930's American pulp-action RPG. <b>TSR</b>
<b>GANGBUSTERS</b> <b>\$45.00</b>

This is a 128-page, third edition, softcover book. The mechanics are fairly simple and the action fast. Includes a detailed guide to Lakefront City, and a colour map.
<b>GURPS BASIC RULEBOOK</b> 3rd Ed. Hardback • <b>\$40.00</b>

256 pages - contains all the necessary mechanics, including magic, advanced combat, psionics, character advantages/disadvantages, record sheets, etc.
<b>GURPS BASIC RULEBOOK</b> 3rd Ed. Softcover <b>\$34.00</b>
<b>GURPS Character Sheets</b> 3rd Ed. (60 double-sided sheets) <b>\$20.00</b>

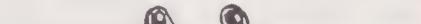
## G.U.R.P.S.

<b>GENERIC</b> An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to learn a new set of gaming rules. Ideal for multi-universe characters. <b>SJG</b>
<b>GURPS BASIC RULEBOOK</b> 3rd Ed. Hardback • <b>\$40.00</b>

256 pages - contains all the necessary mechanics, including magic, advanced combat, psionics, character advantages/disadvantages, record sheets, etc.
<b>GURPS BASIC RULEBOOK</b> 3rd Ed. Softcover <b>\$34.00</b>
<b>GURPS Character Sheets</b> 3rd Ed. (60 double-sided sheets) <b>\$20.00</b>

<b>GURPS Hi-Tech</b> (weapons-tech thru the ages, 128 pages) <b>\$30.00</b>
<b>GURPS Player's Book</b> (Character design rules 216 pages) <b>\$20.00</b>
<b>GURPS Psionics</b> • (due May?) <b>\$35.00</b>

<b>Fantasy - The World of Yrth</b> (144 page campaign setting) <b>\$40.00</b>
<b>Fantasy GM's Pack</b> • System Accessory <b>\$17.00</b>
<b>Fantasy Bestiary</b> Campaign Accessory <b>\$35.00</b>
<b>Fantasy Folk</b> Campaign Accessory (25 pages, 128 pages) <b>\$35.00</b>
<b>GURPS Magic</b> System Accessory (112 pages) <b>\$35.00</b>
<b>GURPS Magic Items</b> Campaign Accessory (128 pages) <b>\$35.00</b>
<b>Harkwood</b> Adventure Module (medieval setting, 64 pages) <b>\$15.00</b>
<b>Tredroy</b> Campaign Module (city guide, 64 pages) <b>\$16.00</b>



## HEROES UNLIMITED

<b>SUPERHERO</b> This quite popular moderate-complexity product has been around for quite some time. I do believe that the Teenage Mutant Ninja Turtles RPG system was based on this game. <b>Palladium</b>
<b>HEROES UNLIMITED</b> <b>\$40.00</b>

## HERO SYSTEM

<b>FANTASY</b> A comprehensive, but not complex, system that features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and stunning cover artwork by Elmore! <b>Iron Crown</b>
---

<b>HERO SYSTEM</b> <b>\$30.00</b>
The first great universal (generic) RPG system to be produced. This 220 page book includes character generation, with combat and adventuring sections.
<b>Fantasy Hero</b> <b>\$17.00</b>
A 256 page book containing all the necessary mechanics needed to play, including adventures. The publishers recommend that the detailed <i>Shadow World</i> series be used as a setting for serious campaign play.
<b>Fantasy Hero Companion</b> <b>\$22.00</b>

A 144 page book that features a mass combat system, various sample building floor plans, 76 new critters, more magic items, and 13 extra spell colleges.
--

<b>Ninja Hero</b> <b>\$25.00</b>
----------------------------------

A martial-arts sourcebook for the Hero System. Features a vast array of oriental combat techniques & styles, special weapons, armor, etc. 176 pages.
--

<b>Western Hero</b> <b>\$40.00</b>
------------------------------------

208 page campaign sourcebook that includes historic and fictional background, character development, major personalities, equipment lists, and an adventure.
--

## HUNTER PLANET

<b>SCI-FI</b> An Australian made RPG about alien tourists hunting humans on Earth for recreation. The emphasis is on FUN role-playing, not serious dice-rolling slugfests or boring moralistic conundrums. <b>HPAC</b>
--

<b>HP Executive Pack</b> (contains all of the items listed below) <b>\$25.00</b>
--

<b>HUNTER PLANET 2ND EDITION</b> <b>\$10.00</b>
---

<b>Sindee: The Adventure</b> <b>\$10.00</b>
---

<b>Character Record Sheets</b> <b>\$4.00</b>
--

<b>CM's Screen &amp; Mini Adventure</b> <b>\$6.00</b>
---

## LACE AND STEEL

<b>FANTASY</b> Australian production. Imagine, if you can, the Three Musketeers meeting Elmore - add a subtle touch of magic, plus various mythical monsters, a dash of romance, and clever game mechanics. <b>TAG</b>
--

<b>LACE AND STEEL</b> <b>\$45.00</b>
--------------------------------------

Contains a 50 page Character book, a 50 page GM's book, a 58 page Mettlebook (campaign) book, a 28 page Adventure book, & two sets of magic/combat cards. Incorporates a card-based combat system that captures the flavor of a classic Hollywood sword fight, and is much more fun than a furious clash of dice rolling!
---

<b>Castle Keitel</b> <b>\$17.00</b>
-------------------------------------

Baron Keitel lies comatose after a accident. A labyrinth of courtly intrigue & sinister disturbances now plague the Barony as various factions vie for prominence.
--

**Highwayman** **\$17.00**

<tbl\_r cells="2" ix="1" maxcspan="1" maxrspan="1" usedcols

### Knightfall

\$22.00  
A trade expedition is captured by rebels, while escaping they meet a Knight who claims to have discovered a fabled lost city of technological wonders!

TBA

### Onnesium Quest

\$22.00  
An epic quest for a mineral-rich asteroid belt leads the players from one end of the shattered Imperium to the other. 104 pages of high-tech action. Due late '91?

### Player's Manual

\$22.00  
Filled with the usual stuff: character creation & classes (18 career types), 159 skills, combat resolution, damage rules, psionics and background details. 104 pages.

### Rebellion Sourcebook

\$22.00  
Explains the origins and consequences of the rebellion, the fate of the Imperial Fleet, and details on the 13 factions that currently exist. Complete historical notes are included, plus political/military maps and an equipment catalogue. 96 pages.

### Rebel's Tales

\$22.00  
Further information on the unstoppable rebellion that voraciously consumes the vast Imperium world by world. Includes five desperate adventures. Due?

### Referee's Companion

\$22.00  
Features essays on the four major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, tech research, mega-corporations, communications, mapping, technology, and more! 96 pages.

### Referee's Manual

\$22.00  
Contains the usual sort of stuff - a generator for star systems & worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages.

### Robots & Cyborgs

\$22.00  
An updated and expanded version of '101 Robots'. Due mid 1991?

### 25mm Starship Deck Plans

\$20.00  
(each) \$20.00  
IMP1016 System Defense Boat & Jump Shuttle  
IMP1019 Subsidized Merchant  
IMP1017 Empress Marva

### Starship Operator's Manual

\$20.00  
A detailed analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus the "Old Timer's Expert Advice" & deckplans. 66 pages.

### 101 Vehicles

\$22.00  
I think the title adequately describes the contents. Each entry includes an illustration and a full game-stat profile - comprehensive military, civilian & alien coverage.

### Vilani & Vargr - The Coward Races

\$27.00  
Features information on physiology, psychology, society, culture, technology, history, and role playing tips! Includes home-region stamps plus new rules. 104 pages.

### World Builder's Handbook

\$25.00  
Includes world survey procedures & a survey/sensor equipment list, plus rules for creating environments with exotic alien cultures & unusual features. 96 pages.

## MIDDLE EARTH

**FANTASY** J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and bold colour with this moderate complexity, but well crafted system. Good for novice players. Iron Crown

**MIDDLE EARTH 2ND ED.** \$25.00  
This boxed set contains a 128 page rulebook, a booklet of maps, an excellent 32-page introduction to role-playing, plus 56 colour cardboard characters with stands.

### SUPPLEMENTS

**Angus McBride's Characters of Middle Earth** \$30.00  
At last! A 64 page glossy book highlighting Angus McBride's superb Middle Earth artwork done over the past ten years. This is an indispensable product for both connoisseurs of fine fantasy art and fans of Tolkien's works.

**Guide Book to Middle Earth** \$15.00  
Contains vital campaign information such as climate, languages, and geography - plus a 24"x36" colour map of Middle Earth that includes the trade routes.

**MERP Adventure Guidebook II** \$22.00  
Sourcebook for northwest Endor and surrounding lands. Includes a colour map, an Elvish dictionary, and a comprehensive glossary of people, cultures, places, etc.

**MERP Combat Screen 2nd Ed.** \$12.00  
Contains the combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen - plus 2 handy quick-reference sheets.

**Middle Earth: Folded** \$10.00  
A beautiful 24"x36" colour map of Middle Earth and the Wild Lands to the north, east and south. This is the same map that appears in the MERP Guidebook.

### VARIANT CAMPAIGNS

**Mythic Greece - The Age of Heroes** \$25.00  
A campaign sourcebook wherein characters visit with terrible monsters, explore mysterious lands, and compete for the favors of the very gods. Includes Demigods, new creatures & treasures, specialised magicks, and more. 160 pages.

**Robin Hood** \$22.00  
Another alternate campaign sourcebook, with 2 11th century English settings - the Forest of Dean on the Welsh Marshes, and Sherwood Forest. With new medieval skills & professions, plus useful bandit/guerrilla campaign information. 160 pages.

**Vikings** \$18.00  
Battle Sea Dragons and pirates off the Irish Coast, or sail one of the famed Dragon-Boats south to the untamed shores of North Africa! Comprehensive & informative, this 112 page book includes details on folklore, monsters, kings and gods - everything that haunted and prowled and looted the world of the Norsemen.

**Pirates** \$25.00  
Creates the boisterous world of 17-18th century pirates and buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - grand adventure, wealth and peril await all who sail under the banner of the Jolly Roger. 160 pages.

**Mythic Egypt** \$25.00  
A land of fierce dust and heat, an era of mighty God Kings and Sorcerors. Enter the desert wilderness wherein Djinn and Sphinxes wander, search for the treasures of the Royal Dead, but beware their undead guardians. A 160 page sourcebook.

## FORTRESSES OF MIDDLE EARTH

**Calanhad: A Beacon of Gondor** \$18.00  
Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's 7 famous Beacon Towers. With floorplans, room descriptions and adventure 'hooks'.

**Halls of the Elven-King** \$10.00  
Features the Thranduil Wood Elves' underground city in Mirkwood. Detailed layouts, perspective illustrations, and plans makes this an ideal generic product.

**Teeth of Mordor** \$10.00  
Interior & exterior information on the two towers that guard the entrance to Mordor, land of Sauron. This series of products can be used in any fantasy campaign.

**Weatherport: Tower of the Wind** \$10.00  
Details a huge tower-fortress caught up in the vicious struggle between Arnor's three bickering successor kingdoms. Includes extensive floorplans and notes.

### SOURCEBOOKS

**Creatures of Middle Earth** \$18.00  
Gaming information on all manner of critters that inhabit the lands of Middle Earth from noble Elven horses to fierce Balrogs. Each species features a general history.

**Lords of Middle Earth I: The Immortals** \$20.00  
Covers everything you'll need to know about the Elves, Valar, Maiar, and the Great Enemies. With history, powers, personalities, game stats, etc. 112 pages.

**Lords of Middle Earth II: The Mannish Races** \$20.00  
A wealth of information concerning the Rings of Power, Gondor & Numenor, Argonath the Ranger, Boromir, the Witch King of Angmar, brave Eowyn and the Ring Wraiths.

**Lords of Middle Earth III** \$20.00  
Introduces the races that the other books neglected - the surprising Hobbits, secretive Dwarves, patient Ents, hideous Orcs, and foul Trolls. 112 pages.

**Minas Ithil** \$32.00  
A very detailed guide to the Gondorian capital - includes floorplans, 3 adventures, history, politics, military organisations, social & artistic institutions, etc. 112 pages.

**Minas Tirith** \$30.00  
A 160 page hardback 'city supplement' that includes a double-sided 16"x20" colour map, 40 pages of floorplans and layouts, plus history, personalities, etc.

**Treasures of Middle-Earth** \$22.00  
The list includes arms, armor, apparel, equipment, jewelry, gems, art, musical instruments, rings & tools. Further articles detail the history of important items and artifacts, with notes on the techniques & materials used in their creation. 144 pages.

### CAMPAIGN MODULES

**Dunland and the Southern Misty Mountains** \$20.00  
Dunland is a nation whose warrior Clans jealously guard their independence. The Southern Mountains is a hazardous realm known to shelter Giants, Elves & Dragons!

**Empire of the Witch King** \$25.00  
Angmar - a bleak and twisted land that hides the evil Witch King. Here dark Warrior Priests & Orcs prowl the landscape while Dragons & Trolls feast upon the unwary.

**Ents of Fangorn** \$20.00  
Here dwell the Ents, an ancient & patient race. These noble beings guard the trees against axe and fire, for Fangorn is the last remaining remnant of the Great Forest.

**Far Harad - the Scorched Land** \$20.00  
The imposing desert city of Bosphor-Dar guards a vast ocean of sand. The legendary warriors of the nomad tribes live a life far removed from the city's comforts.

**Ghost Warriors** \$18.00  
Ghost warriors roam by night, taking captives to swell their undead ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the dark labyrinth that twists through the deep gutrock of the Misty Mountains.

**Gorgoroth** \$27.00  
Evil stirs east of the Mountains of Shadow. Torchlight glares from the arrow slits of once-abandoned citadels, & acrid smoke unfurls from Orodruin's long quiet summit.

**Greater Harad** \$20.00  
Nestled between desert & mountain, the Seven Cities is a cosmopolitan oasis where commerce is the law. Now Storm King, the evil Ringwraith plots its downfall.

**Havens of Gondor - Land of Belfalas** \$20.00  
Sail with the Corsairs of Umbar as they battle Dol Amroth's white ships. Or search the Elven haven of Edhelond & the famous beacon they call the Sea Ward Tower.

**Isgengard and Northern Gondor** \$20.00  
Home to the fierce warrior clans of the Dunlendings, Druedain, and Calenardhans, and site of the famous citadel known as the Tower of Orthanc.

**Lorien and the Halls of the Elven Smiths** \$20.00  
Eregion - the greatest Elven kingdom, a fabled land of spires, manor & ruins. Includes information concerning the rings (the Water Ring, etc.), and Elven history.

**Lost Realm of Cardolan** \$20.00  
Cardolan is a harsh, brutal realm torn by constant war and where mercenary bands thrive on the bloodshed. Dare you face the evil wrath of the Witch King of Angmar?

**Mirkwood - The Wilds of Rhouannon** \$25.00  
This 128 page supplement includes colour maps, layouts on all major sites of interest, descriptions of the many races that inhabit the region, & famous personalities.

**Moria - the Dwarven City** \$20.00  
Known as the greatest & richest dungeon in Middle Earth, this details the caves and mines that worn their way deep into the ancient gutrock of the Misty Mountains.

**Mount Gundabad** \$20.00  
From the grim halls of the Goblin city to the mysterious Undeepards, Mount Gundabad is a veritable warren of evil monstrosities and cruel Orc hordes.

**Rangers of the North - the Kingdom of Arthedain** \$20.00  
Home to the faithful Rangers of fallen Numenor, these secretive and well-travelled warriors protect the eastern borders against the cruel forces of darkness.

**Riders of Rohan** \$20.00  
The Rohirrim are a proud and brave race whose cavalry skills are unsurpassed in all the land! These renowned warriors despise the Dark Lord, and mistrust all magic.

**Sea Lords of Gondor - Pelargir and Lebennin** \$20.00  
Privateers & corsairs prowl the Bay of Belfalas, avoiding the Royal Fleet and preying on unwary merchant vessels. Here can be found great beauty and eerie decay.

**Shadow in the South** \$20.00  
The Nazgul called Storm King rules this land of wild shores, dark woods, rugged mountains, and black legacies. Heren savage tribes fight for their very survival.

### CAMPAIGN MODULES

**Storms of the Entwash** \$10.00  
Hideous undead Mewlips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land of bog, marsh & fen.

**(The) Necromancer's Lieutenant** \$12.00  
Enter the brooding depths of southern Mirkwood - protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army & aid the Elves against evil.

**Perils on the Sea of Rhun** \$10.00  
Face assassins, the Cult of the Long Night, and Sauron's dark minions - the Sea of Rhun is a place of bitter secrets and unnameable forces ever hungry for power.

**Phantom of the Northern Marches** \$12.00  
The terrified inhabitants of a small village are menaced by one seeking revenge. In the moors at night the earth trembles with the footsteps of something very large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits a challenge.

**Pirates of Pelargir** \$10.00  
Dare to sail against the murderous pirates of the Red Cilli! Search for the hiding place of the Laughing Raiders. Storm a pirate stronghold to rescue captive slaves.

**Raiders of Cardolan** \$10.00  
No time to enter Black Wood and stop the dark rebellion within, then plan the downfall of sea raiders before they return for more plunder and innocent blood.

**Rivendell - House of Elrond** \$10.00  
Details the hidden vale of Imladris - the wondrous home of Elrond. A haven for the Eldar and the last Kings of Amor, and meeting place of the famed White Council.

**Rogues of the Borderlands** \$12.00  
Snow-capped peaks and deep forests where very shadows hold fell beasts, surround isolated hamlets and farms where only the fearless or hardy dare dwell.

**Thieves of Tharbad** \$10.00  
Adventure awaits within an inland port whose proud grandeur cannot fully dispense the decay and discontent that festers behind the mean facades of its lesser streets.

**Warlords of the Desert** \$10.00  
Visit the bustling port city of Dar and encounter its wealthy traders, or the rogues from Far Harad & beyond. But beware the skulking agent-assassins of the Nazgul.

**Woses of the Black Wood** \$10.00  
Try to stop the night terror that haunts the People of Bor Leath. Meet the herb mistress who is protected from the dangers of Black Wood by the animals she has befriended. Or search the extensive grottos of the Woses for ancient treasure.

### CAMPAIGN MODULES

### Hazards of the Harad Wood

\$12.00

Visit the superstitious rural folk living near the Vale of Tears, or search the lush beauty of the Suza Sumar for the ancient menaces that hide within.

### Mouths of the Entwash

\$10.00

Hideous undead Mewlips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land of bog, marsh & fen.

### (The) Necromancer's Lieutenant

\$12.00

Enter the brooding depths of southern Mirkwood - protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army & aid the Elves against evil.

### Perils on the Sea of Rhun

\$10.00

Face assassins, the Cult of the Long Night, and Sauron's dark minions - the Sea of Rhun is a place of bitter secrets and unnameable forces ever hungry for power.

### Phantom of the Northern Marches

\$12.00

The terrified inhabitants of a small village are menaced by one seeking revenge. In the moors at night the earth trembles with the footsteps of something very large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits a challenge.

### Pirates of Pelargir

\$10.00

Dare to sail against the murderous pirates of the Red Cilli! Search for the hiding place of the Laughing Raiders. Storm a pirate stronghold to rescue captive slaves.

### Raiders of Cardolan

\$10.00

No time to enter Black Wood and stop the dark rebellion within, then plan the downfall of sea raiders before they return for more plunder and innocent blood.

### Rivendell - House of Elrond

\$10.00

Details the hidden vale of Imladris - the wondrous home of Elrond. A haven for the Eldar and the last Kings of Amor, and meeting place of the famed White Council.

### Rogues of the Borderlands

\$12.00

Snow-capped peaks and deep forests where very shadows hold fell beasts, surround isolated hamlets and farms where only the fearless or hardy dare dwell.

### Thieves of Tharbad

\$10.00

Adventure awaits within an inland port whose proud grandeur cannot fully dispense the decay and discontent that festers behind the mean facades of its lesser streets.

### Warlords of the Desert

\$10.00

Visit the bustling port city of Dar and encounter its wealthy traders, or the rogues from Far Harad & beyond. But beware the skulking agent-assassins of the Nazgul.

### Woses of the Black Wood

\$10.00

Try to stop the night terror that haunts the People of Bor Leath. Meet the herb mistress who is protected from the dangers of Black Wood by the animals she has befriended. Or search the extensive grottos of the Woses for ancient treasure.

## PALLADIUM

**FANTASY** A n RPG that is obviously based on the AD&D system, but contains a lot less game mechanics - ideal for those who like pulp fantasy but can't find the motivation to read a plethora of rulebooks! Palladium

### THE PALLADIUM RPG

\$40.00

274 page book containing the basic mechanics, 20 character classes, equipment & skill lists, psionics, 290 spells, details on the campaign world, and a bestiary.

### Book II: Old Ones

\$30.00

Features 2 optional character classes, a description of the kingdom of Timiro with details on 8 cities, 25 towns & 22 fort, plus various adventures. 210 pages.

### Book III: Adventure on the High Seas

(208 pages) \$30.00

Details new skills, 8 new character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, and a mass of island descriptions with adventures.

### Book IV: Adventures in the Northern Wilderness

\$22.00

A 96 page guide to the rugged & feral Northern Wilderness, with 6 adventures.

### Monsters & Animals

\$30.00

Illustrated compendium of 89 monsters & 192 animals, with world guide. Palladium

### Further Adventures in the Northern Wilderness

\$25.00

Four adventures with extensive background material on locations, etc. 48 pages.

## PARANOIA

**SCI-FI** A humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, weird inventions, wacky scientists, psychotic robots, and more! WEST END

### PARANOIA RULEBOOK

\$25.00

A 134 page softcover book that features everything that you've ever needed to know about killing off characters... and maybe giving the players a fun and light-hearted evenings gaming. Includes a 28 page adventure and a jumble of handouts.

### Paranoia Boxed Set

\$35.00

The Computer has crashed! Vulture Warriors of Dimension X watch homed as they are 'volunteered' to go back in time to execute the person responsible.

### Alpha Complexities

\$18.00

The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; a (probably one-way) trip Outdoors; & a trashy science fiction mega-villain!

### Clones in Space

\$18.00

Eager Troubleshooters get to enjoy the exciting, but slightly gut-squashing, effects of lift-off. The survivors get a handy lesson in weightlessness and a lucky few learn about the curious effects of hard vacuum. So much fun hardly seems fair!

### Crash Course Manual

\$30.00

Anarchy reigns: the Computer is dead! Now clones rise up against their oppressors and secret societies take control. But somewhere the computer may still survive...

### Death, Lies and Videotape

\$22.00

With the Computer gone all of the Secret Societies have entangled themselves in a bitter war for supremacy. The PCs take the rap for an assassination they didn't.

### (The) D.O.A. Sector Travologue

\$30.00

Vacation capital of Alpha Complex - strol the quiet corridors, sip Bouncy Bubble by the light of a dozen surveillance cameras, or enjoy a running firelight with friends.

### Don't Take Your Laser to Town!

\$18.00

From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. Beware of Black Bot and his band of cutthroats!

### Form Pack

\$18.00

Includes The Equipment Request Form, The Equipment Complaint Form, The Form Request Form (all in triplicate), and a bizarre bureaucratic mini-adventure.

### Gamma-Lot

\$20.00

Knights, castles & dragons in LOT Sector - merry old England meets not-so-merry Alpha Sector Troubleshooters. Features the return of Randy the Wonder Lizard!

### (The) Iceman Returneth

\$18.00

A freeze-dried High Programmer from the past is accidentally thawed - only the most narn, moron, and just plain stupidest Troubleshooters would ever get involved with treason of this

# PENDRAGON

**FANTASY** The glory that is King Arthur's court - chivalry, courage, and skill are the means by which a young Knight can defeat peril or treachery, and perhaps join with the fabled fellowship of the Round Table! **Chaosium**

**PENDRAGON 3rd Ed.** \$40.00  
A 208 page softcover book dealing with character generation, family history, glory & ambitions, game mechanics, ideals & passions, wealth, chivalric duties, NPCs & creatures, various scenarios, and more! A recommended role-player's game.

**Boy King -** \$40.00  
As the power of Rome dwindles England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from its stone prison by a young man, who is thus destined to rule this shattered realm. 144 page campaign with new tournament rules and hundreds of adventure ideas. Due April?

**(The) Grey Knight** \$15.00  
Death's Champion challenges Arthur's right to rule and accuses him of murder. Sir Gawaine will duel for his king's honor, but Merlin prophesies Gawaine's death unless a quest to find one of the 13 ancient Treasures of Britain is successful.

**Knights Adventurous** \$40.00  
Greatly expands the parameters of PC Knights, and includes further information on sieges, raids, women, Christianity, Paganism, mediaeval adventures, and more.

**Tournament of Dreams** \$15.00  
Two adventures of knightly virtue & chivalrous combat. 'Tournament of Dreams' and 'The Circle of Gold'. A great blend of courtly courtesies and challenges for the bold.

# REICH STAR

**SCI-FI** It's nearly 200 years since Germany & Japan won World War 2. These twin fascistultrageovernments continue to struggle for ultimate control of an over-populated & polluted Earth whilst nurturing empires in space. **CE**

**REICH STAR -** \$45.00  
242 page book that includes sections on characters (22 professions), skills (76), advantages/disadvantages (75), psychic abilities (14), unarmed & armed combat, weapons, equipment, robots, cyborgs, starships, the colonies, military organisations, the resistance, alien encounters, an adventure, and more.

# RENEGADE LEGION LEGIONNAIRE

**SCI-FI** The year is 6831 - a multitude of renegade worlds fight for independence from the tyrannical TOG empire. Freedom can only be gained by bold military confrontations, as well as espionage & sabotage. **FASA**

**RENEGADE LEGION: LEGIONNAIRE** \$40.00  
Comprehensive info on the Terran Overlord Government, the Commonwealth, and the Renegade Legions. With the usual stuff on mechanics & equipment. 200 pages

**\$16.00**

**Distant Fire -** Details the 12 year conflict for domination of a planet known as Gustaviv's Regret. Includes scenarios for the Renegade Legion boardgames. Due April

**\$27.00**

**Shannadam Country -** For 20 years the TOG military have fought against stubborn Commonwealth defenders for ultimate control of the Shannadam region. Details 40 star systems.

**\$15.00**

**Tessdrake Run -** Commonwealth intelligence services vie with a TOG counterespionage division in an attempt to sabotage a strategic battle station in preparation for a naval assault.

# RIFTS

**SCIENCE & SORCERY** Earth has been transformed - super science and high technology rule the nations of the future, but awesome magicks and supernatural creatures threaten a new dark age. **Palladium**

**RIFTS Sourcebook -** \$50.00  
A profusely illustrated 256 page softcover book that features 26 PC classes, 8 PC Attributes, alignments, weapon skills, espionage, psionics, a detailed world history, magic, artifacts, vehicles, robots, cybernetics, biotics, and much more!

**\$25.00**

**More information on the Coalition, Robots, villains, weapons, equipment, and new monsters - including the Spaghetticon Raider and Vampires.**

# ROBOTECH

**SCI-FI** Faithful, and very detailed, recreation of the Robotech - Macross universe: from the destruction of SDF-1 & 2, to the launching of the SDF-3. Mankind faces a reign of terror from an alien army. **Palladium**

**ROBOTECH** \$30.00  
Includes character creation & PC classes, skill descriptions, combat mechanics, a complete Mecha/Destroid inventory, data on conventional vehicles, a full weapons listing, the Zentraedi background & a brief history taken from the films. 110 pages.

**\$16.00**

**Ghost Ship** \$20.00  
Rebel Zentraedi and hi-tech bandits plunder the massive ring of debris orbiting the Earth - the RDF dispatches its Space Patrol to dig them out. 48 page adventure.

**\$20.00**

**Lancer's Rockers** \$20.00  
10 years after the Invid invasion, Rook's Knights are decimated & humanity loses all hope of victory. With new PC classes & Mecha/Invid weapons + 7 adventures.

**\$20.00**

**RDF Manual** \$20.00  
With optional rules, additional R.D.F. weapons & vehicles, a global summary of events, character sheets, plus a military/resource New Earth atlas. 48 pages.

**\$16.00**

**RDF Accelerated Training Program** \$16.00  
Features new skills & abilities, NPC generators, and briefs on strategy - plus a small selection of mecha and vessels. 56 pages, with multiple training missions.

**\$30.00**

**REF Field Guide** \$30.00  
Profusely illustrated guide to the mecha, ships, weapons, vehicles, bases, equipment, uniforms, etc. for the R.E.F., Invid, Robotech Masters & Zentraedi.

**\$30.00**

**The Invid Invasion** \$25.00  
112 page sourcebook on Invid/human equipment and background details, as seen in the TV series. Includes more combat rules, and scarce weapons-systems.

**\$35.00**

**The Return of the Masters** \$25.00  
A sourcebook for the rugged Indochina quadrant, the G-95 satellite factory, and the R.D.F. Moon Bases. With adventures, mutants & G-95 drone data. 88 pages.

**\$16.00**

**The Sentinels** \$35.00  
New PC REF classes & Sentinel alien races, more combat rules and descriptions for new Destroids, Cyclone bikes, Vertech fighters, spacecraft & more! Plus details on Invid history, Mecha, Inorganics, Hives, etc. 3 adventures - 160 pages.

**\$16.00**

**The Zentraedi** \$16.00  
Giants cloned solely for the brutal purposes of war - the Zentraedi are a violent and uncompromising creation. 48 pages of history, mecha, ships and PC details.

**\$25.00**

**Southern Cross** \$25.00  
Gaming material from the Southern Cross animation series: with character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages

# ROLEMASTER

**FANTASY** A very detailed RPG that stands on its own for quality & playability, but is fully compatible with Middle Earth modules & supplements. See SHADOW WORLD for further campaign material. **Iron Crown**

**ROLEMASTER 2nd Edition** \$55.00  
Boxed set containing 'Character Law & Campaign Law', 'Spell Law' and 'Arms Law & Claw Law'. The mechanics offer realism and depth without sacrificing playability.

**\$20.00**

**Arms Law & Claw Law** \$20.00  
Contents include 30 weapon attack' & 10 'critical strike' tables, 12 animal & martial arts attack tables, and a variety of optional rules. Can be used with any RPG.

**\$20.00**

**Character Law & Campaign Law** \$20.00  
A complete character development system that includes extensive campaign and gamemaster guidelines. Can be used to improve any Fantasy RPG system!

**\$20.00**

**Creatures & Treasures** \$20.00  
Provides complete descriptions and game stats for over 500 animals, races, and fell monstrosities. With tables for the generation of unusual treasures or (the bane of every player) and a boon for vengeful Gamemasters! random encounters.

**\$20.00**

**Creatures & Treasures II** \$20.00  
A compendium of monsters and artifacts. 112 pages featuring a plethora of evil creatures and mighty treasures, plus some great illustrations.

**\$32.00**

**Dark Space -** \$20.00  
A Rolemaster space Master genre campaign that details a sci-fi/fantasy/horror (I) setting. Magic & technology coexist while evil alien monstrosities plot the downfall of humankind. Includes new professions, extra spells/psion lists, 20 detailed worlds & cultures, scenarios, creatures, equipment, sooths, etc. etc. 98 pages. Due ?

**\$25.00**

**Elemental Companion** \$32.00  
New spell lists, variant elemental professions, and elemental creatures. Plus a complete coverage of the elemental planes, and the history of elemental magic.

**\$32.00**

**Heroes & Rogues** \$32.00  
A 160 page collection of characters & NPCs. Features all of the Character Law professions, detailed backgrounds and statistics for levels 1 thru 20.

**\$25.00**

**Rolemaster Character Sheets** \$25.00  
Tailor-made, individualized, blank character records for all Rolemaster professions in Character Law, and the Companions! 144 pages, with Development Point costs.

**\$20.00**

**Rolemaster Companion** \$20.00  
32 extra spell lists (many high level), 8 more professions, and a variety of new races, creatures, secondary spells & optional rules. What more could you want?

**\$20.00**

**Rolemaster Companion II** \$20.00  
Does it ever end? 65 new spell lists and over 100 optional skills. Plus comprehensive Master Tables and full descriptions for every Rolemaster skill & profession!

**\$22.00**

**Rolemaster Companion III** \$20.00  
21 new variant professions, 40 extra spell lists, 7 more critical tables, 4 spell attack tables, and more optional rules. But it seems the guys at ICE haven't finished yet...

**\$22.00**

**Rolemaster Companion IV** \$20.00  
Now here's a nifty idea - a complete checklist of all the spells, skills, optional rules & professions as seen in the basic rules and all of these boody companions!

**\$12.00**

**Rolemaster Combat Screen** \$20.00  
A multi-panel GM's screen containing all of the vital rules charts and tables, plus several handy game aids for more efficient play.

**\$20.00**

**Spell Law** \$20.00  
Includes over 2000 spell descriptions, individual spell-attack & critical-strike tables, a power point system, detailed alchemy rules, and a variety of optional material.

**\$60.00**

**War Law** \$20.00  
A mass combat system that features rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, tactical considerations, etc. 160 pages, with counters. Refer to Middle Earth & Shadow World for compatible stock.

# RECON

**HISTORIC** The Vietnam conflict - the US & its Allies are pitted against a determined guerrilla opponent, struggling to win a vicious jungle war. Ramboesque frolics in a napalm painted Hollywood machismo act.

**RECON** \$30.00  
Features 9 Occupational Specialties, hand-to-hand combat, small arms fire, arty & air support, Recon teams, mercs, hardware, vehicles, 16 adventures, and more.

**\$15.00**

**Advanced Recon** \$15.00  
Contains new character creation rules, electronic equipment, small unit tactics, geographic data, foreign agencies, the NVA drug networks, and 4 adventures.

# RUNEQUEST

**FANTASY** An great RPG that boasts a superb campaign world (Glorantha), excellent mechanics, and detailed background source material. Very highly recommended for players who are tired of AD&D! **Avalon Hill**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

**RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Gloranthia (32 pages), and a colour map of Fantasy Europe (plus dice).

**\$35.00**

**RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).

**\$45.00**

**Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Gloranthia (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).

**\$45.00**

**Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**\$60.00**

# Apple Lane

The bandit Troll Whitemy & his vicious Trollkin gang have been the bane of Apple Lane for years. This sordid scoundrel must be caught, & his thugs dispatched.

**\$20.00**

# Daughters of Darkness

Rumors persist that the Gyryrek Solidarity Cult are actually cannibalistic, ogreish worshippers of the Cadocadom. That practice human sacrificial rites! Sounds fun!

**\$30.00**

# Eldarad - The Lost City

A comprehensive city source pack for Runequest Gateway, but compatible with glorious Gloranthia. This module includes a variety of maps and adventures.

**\$30.00**

# Elder Secrets of Gloranthia

A compendium of Gloranthan lore featuring new monsters, mysterious artifacts, the secrets of Dragonkind, magical crystals & metals, inaccessible lands: weather, Hero Questing, data on the Elder races, plus new cults and scenario outlines.

**\$40.00**

# Glorantha - Generalta

A guide to a unique, and epic campaign world. Contains a Gloranthia Book (40 pages), a Generalta Book (100 pages), a Player's Book (36 pages) and a map.

**\$45.00**

# Gloranthan Bestiary

48 pages (including a Deluxe rules section for those who only own Standard Runequest) containing 70 new monsters (Alticamelus to Zabdar).

**\$19.00**

# Gods of Gloranthia

Details the huge, and diverse, pantheon of the campaign world. There is a selection of 60 cults, religions & collectives representing every facet of Gloranthian life.

**\$40.00**

# Griffin Island

A detailed island nation bristling with adventure. Bold characters can be entertained, and rewarded, with 32 major events' and 10 scenarios. Features great maps!

**\$25.00**

# Haunted Ruins

An ancient Dwarven mansion has become a lair for the sinister Sazdor Troll Clan. Mothers scare their children with tales of dark Troll secrets, now discover the truth!

**\$17.00**

# Into the Troll Realms

Troll adventures and encounters. Includes a Trollball game, lots of insects, frenzied Trollkin, and a great little bandit hideout inside a rotting Brontosaurus carcass!

**\$17.00**

# Runequest Cities

A unique guide to urban adventures. With a systematic encounter generator (43 tables!) plus full mechanics for creating instant villages and city locations.

**\$20.00**

## &lt;h1

**Black Troll's Vengeance** \$22.00  
In Ledor all of the vegetable lifeforms grow to 4 times their usual size! This strange continent is also embroiled in civil strife - and more sinister happenings.

**Cyclops Vale and Other Tales** \$10.00  
The ancient artifacts of rugged Peligris are a lure to many adventurers, provided that they don't mind battling the fierce races and fantastic beasts that guard them.

**Demons of the Burning Night** \$18.00  
An unexplored isle known as Aranmor is rumored to hide great treasures amongst its ancient ruins - and a terrible array of foul creatures, both magical and undead.

**Emer** \$50.00  
Boxed set with two books - the first is a 96 page guide to the continent of Emer; the second a 96 page Tales of Emer. Adendarth that covers the world in general as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials & weapons forging. Includes two large colour maps.

**Islands of the Oracle** \$15.00  
A dark gate called the Thirsting Cave appears on one of five Abaruan Islands, from within come the dread Unlife and vile plagues. Salvation from this curse rests with the enigmatic Oracle, but this renown entity has remained hidden for centuries.

**Jaiman - Land of Twilight** \$22.00  
Home of the six powerful Crowns of Essence lost during past disasters. Both noble and evil powers search for these magical artifacts, for their worth is beyond value.

**Journal to the Magic Isle** \$15.00  
The remote island of Uman harbors the University of Magical Arts, whilst within an ancient volcano lies a mysterious spit of land surrounded by a magical lake.

**Kingdom of the Desert Jewel** \$18.00  
Gethrya is a nation that supports an orderly & benevolent society. But the deserts & mountains in the wilderness are home to a variety of savage beasts and rich tombs.

**Nomads of the Nine Nations** \$24.00  
Details the rugged lands west of the Guardian Sea. Wondrous sights greet visitors to this vast country, but the threat of both invasion & a dark cult dulls the spectacle.

**Norek - City State of Jaiman** \$24.00  
Jaiman faces a grim future at the hands of an Unlife army, that threatens to invade the nation. Meanwhile a young Prince has begun a quest for an artifact called the Sea Drake Crown. Life for adventurers here has just become interesting!

**Quellbourne - Land of the Silver Mist** \$18.00  
This sounds like a FUN place - undead writhing like maggots in the ruin of the capital city, pirate bands of Ice Krals and raiding Trolls harass the populace, a cult exists only to destroy everything, and the minions of a Spider Goddess hunt for sacrifices.

**Sky Giants of the Brass Star** \$20.00  
Deep within the Garlon Mountains of northeastern Jaiman lies the Dwarven King's treasure. But the Dragonlord's Skyrider and a huge Dragon have claimed the area.

**Star Crown Empire and the Sea of Fates** \$18.00  
The eight city states of G'hal offer a welcome respite from the wilderness beyond, but political danger offers a bloody end to curious travelers. Those that survive the city's hospitality are quick to mention that court intrigue has its fair share of plunder!

**Tales of the Loremasters** \$10.00  
A multitude of adventures spread across numerous islands wherein reside ghosts, a dragon, phantoms, a Spirit Tree, and other wondrous (or terrifying) encounters.

**Tales of the Loremasters - Book II** \$10.00  
Treasure and wild adventure await those who traverse these pages - meet a prowling demon-warrior, a proud and wily Sphinx, or visit a mysterious meteorite.

**The Orgillion Horror** \$10.00  
Brave the ruins of Nef-Keh. Search for a labyrinthine mausoleum wherein lies the ancestral wealth of an unspeakable evil Clan, but beware its Undead guardians!

Compatible with ALL Fantasy systems,  
but specifically for **Rolemaster** and **Fantasy Hero**.

## SPACE 1889

**SCI-FI** Moderate complexity RPG, designed for extravagant role players. Set in the Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous, bold glory. **GDW**

**SPACE 1889** \$50.00  
The Victorian era was an age of adventure: stimulated by colonial optimism and the heady advances in science, gentlemen explorers braved the persistent European political dogma and ventured into the ether. 200 page hardback book.

**1889 Companion** \$25.00  
A 96 page book describing Earth society in 1889 - specifically covering Africa, England and the English Empire in more detail. Due?

**Beastmen of Mars** \$18.00  
An ancient tomb is discovered, but before its treasures can be exhumed one has to face thieves, bandits, vengeful High Martians, and an eons-old evil monstrosity.

**Canal Priests of Mars** \$18.00  
An assassin from a rival cult kills a leading Canal Priest - a complex astrological formula points to a player character as the successor - that's when the fun begins!

**Caravans of Mars** \$18.00  
Sourcebook for the vast eastern deserts; detailing flora, fauna, treasures & mysteries. Also has an adventure concerning a dangerous trek along a desiccated canal.

**Cloud Captains of Mars** \$18.00  
Karkham - city of wealth and corruption, ripe with adventure and danger - home to the nefarious pirates and privateers who plunder the Martian skies.

**Conklin's Atlas of the Worlds** \$22.00  
Contains a historic chronology from 1879 to 1889, plus new naval rules, and maps (some in colour); plus reference material on Mercury, Venus, Earth, Mars & Luna.

**(The) Liftwood Conspiracy** \$22.00  
The British government wishes to undertake a secret expedition into the forbidden lifwood groves of the Martian Highlands, a realm of intrigue and adventure.

**More Tales from the Ether** \$18.00  
Four adventures; meet with unsociable swamp pirates, battle the loathsome Lurker, search the barren wastes of the Moab, & avenge the Fort Dickerson massacre.

**Referee's Screen** \$20.00  
Colourful 8-panel card screen with separate encounter charts & rules expansions.

**Soldier's Companion** \$30.00  
192 pages containing extensive miniatures wargame rules, RPG character backgrounds, notes on sieges, new hardware (pulp-fiction war machines, aerial fliers & naval vessels), and very comprehensive army lists for the 19th century nations.

**Steppelords of Mars** \$18.00  
The British colony on Mars is threatened with rebellion in the steppes, it is vital that this barren region remain subservient to the Empire, and guess who's got to stop it?

**Tales from the Ether** \$15.00  
Five separate adventures that feature a visit to the German colonies on Venus, a look within Luna's deep caverns, a tour of Her Majesty's Orbital Heliograph Station, and a trip inside the lethal sewers of a Martian city-state. Visit the Twilight Zone...

## SPACEMASTER

**SCI-FI** A detailed system for flexible gaming environments - from a black near-future post-holocaust Earth, to a culture of high-tech exploration, or where civilisation has fallen into superstitious ruin. **Iron Crown**

**SPACEMASTER 2nd Ed** \$50.00  
Boxed set containing a GM Book (80 pgs.), Player Book (128 pgs.) and a Tech Book (96 pgs.). Features 17 PC professions, over 120 skills, a rich selection of character backgrounds, plus some amazing Critical Strike tables, and a star map.

**(The) Cygnus Conspiracy** \$10.00  
On a world shrouded in smog and caressed by acidic drizzle, virtual slaves kneel before the alter of industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds - rebellion!

**Dark Space** \$30.00  
A detailed sourcebook for a sci-fi/fantasy/horror campaign. Includes Soferch equipment - the science of biological engineering. See Shadow World for more details.

**Disaster on Adanis III** \$10.00  
An asteroid collides with a rich ocean world's smallest moon, all that remains of the titanic impact is a halo of dust, but global havoc ripples across the planet below.

**Durandrum Find** \$9.00  
A financially decayed Provincial House desperately seeks the rights to a newly discovered hyperdrive fuel, but faces violent competition and indifferent aliens.

**Legacy of the Ancients** \$10.00  
Discover a massive derelict colony ship, and uncover its 30 millennia-long genetic Seeding experiment, halted by an accident only months before it was due to finish.

**Lost Telepaths** \$22.00  
For several hundred years the starship Astra drifted in artificial slumber thru space, guided by a strange and powerful artifact to an ancient tomb orbiting a rogue star.

**Space Master Combat Screen** \$10.00

A 34"x11" card screen packed with info, and 16 pages of handy reference sheets.

**Space Master Companion I** \$25.00

A 96 page sourcebook packed with optional & variant rules, new skills & professions, plus campaign information for the Universe and strategic-level games. Due?

**Star Strike** \$55.00

See the Wargames (Science Fiction) section of this catalogue for further details.

**Vessel Compendium #1 - Adventurer Class** \$18.00

Includes stats for 10 Survey/Exploration vessels, 6 Freighters/Transports, 5 Shuttles, 2 Yachts, 2 Privateers, 2 Scouts, 1 Slaver, 1 Blockade Runner & 1 Courier - plus 2 complete RPG adventures and 65 colour counters for Star Strike.

**Vessel Compendium #2 - Pursuit Class** \$18.00

Stats for 8 MMACs, 7 Cutters, 6 Gunboats, 4 TMACs, 2 Destroyers, 3 Cruisers, 1 Blockade Runner & 1 Free Trader - plus 3 optional payload Pods. 3 complete RPG adventures with 11 mini-scenarios and 65 colour Star Strike counters.

**Vessel Compendium #3 - Imperial Ships** \$20.00

Stats for 1 Fleet Carrier, 3 Cruisers, 2 Destroyers, 2 Frigates, 2 MMAC Gunboats, 2 TMAC Fighters, 2 SMAC Fighters, 3 Survey Vessels, 3 Transports, 2 Liners, 1 Freighter, 2 Scouting & Orbital Station - plus RPG adventures and 65 colour counters.

**Vessels from Deep Space** \$10.00

From an alien invasion of an orbital laboratory, to the discovery of the legendary Ghost Ship - here are 5 adventures leading into the hostile reaches of the Frontier

**War on a Distant Moon - The Tayan Revolution** \$10.00

Aborigines of a small resource-rich world have resorted to terrorist attacks and guerrilla warfare in order to rid their planet of the profligate Imperials.

## STAR WARS

**SCI-FI** This is a role-playing game in the classic sense - the rules are comprehensive, yet certainly not intimidating; background detail is extensive and sincere to the films, and play is quick and exciting! **West End**

**STAR WARS** \$35.00

Contains everything needed to play - character creation, game mechanics, guidelines for campaign atmosphere, and several adventures. 144 pages - hardback.



**Battle for the Golden Sun** \$22.00

Sedri is an ocean world, and hidden within its lightless depths is a secret that may doom the Rebellion. An Imperial Sea Garrison has already begun a frantic search.

**Black Ice** \$22.00

Rebel spies attempt to steal a massive cargo ship - a vessel five times the size of a Star Destroyer! With deck plans and a STAR WARRIORS mini-scenario.

**Game Chambers of Questal** \$25.00

Rebel adventurers try to discover the fate of Tiree, an illustrious Alliance hero, even though the Alliance High Command itself has given up the search.

**Crisis on Cloud City** \$25.00

A beautiful, floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents entangle the city in webs of deceit, mystery and murder.

**Death in the Undercity** \$18.00

The Quarren Mining facilities are vital to the Rebellion, but this sprawling industrial program has fallen victim to sabotage. The culprits responsible must be stopped.

**Domain of Evil** \$22.00

A group of Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must face the powers of an insane Jedi Knight from the Dark Nexus.

**Galaxy Guide 1** \$27.00

The definitive collection of backgrounds, statistics, and information on the heroes & villains from the original Star Wars movie. Very well illustrated it is too! 80 pages

**Galaxy Guide 2 - Yavin & Bespin** \$27.00

Sourcebook containing two planet profiles - and detailing their moons, inhabitants, special information, nasty beasts, miscellaneous gaming data & adventure ideas

**Galaxy Guide 3 - The Empire Strikes Back** \$27.00

Unfortunately at the time of production this item was unavailable for review - this regrettable situation will be corrected as soon as possible.

**Galaxy Guide 4 - Aliens** \$27.00

42 strange critters - each with information concerning habitat, culture, social tendencies, diet, etc. With great illustrations - ideal for encounters & strange PCs.

**Galaxy Guide 5 - Return of the Jedi** \$30.00

This volume features descriptions, stories, and game statistics for the characters from the final film in the Star Wars trilogy. Go Jabba!

**Galaxy Guide 6 - Tramp Freighters** \$22.00

Information on the roguish free traders (such as Han Solo). With details on designing & upgrading light freighters, plus trading, smuggling, Imperial evasion, etc.

**Graveyard of Alderaan** \$22.00

A shattered field of rock is all that remains of Alderaan. Rumors persist that the ruins conceal Jedi artifacts and ghost ships, but the truth is even more terrifying.

**Imperial Sourcebook** \$35.00

Dawn fine 144 page hardback with chapters dedicated to Imp. intelligence, the military, capital ships, custom ordnance, land vehicles, Sector Group organisation, combat artillery, Infantry support weapons, special forces, and recruitment/training.

**Isis Coordinates** \$25.00

Agents of the Empire discover the coordinates to an Alliance factory world. The rebels must hunt down and eliminate a Survey Team before it confirms the site.

**Jedi's Honor** \$30.00

Solitaire adventure involving Luke Skywalker. Search for a new Rebel base site, and rescue the son of a powerful Jedi Knight. 80 pages.

**Otherspace** \$22.00

Beyond realspace, past the time-bending corridors of hyperspace, another galaxy waits to be discovered - a strange dimension concealing a great horror.

**Otherspace II: Invasion** \$25.00

Transmissions from the planet Stronghold have ceased, no vessels return from its ports - something terrible has occurred, and the whole galaxy is threatened!

**Rebel Alliance Sourcebook** \$35.00

A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. Another quality 144 page hardback.

**Riders of the Maelstrom** \$25.00  
Smuggled aboard a luxury liner, Rebel heroes are caught between the power of 2 Imperial Moff's and a savage pirate fleet. The fate of a world hangs in the balance.

**Scavenger Hunt** \$20.00  
Buried within the melted wreckage of a Rebel base are data banks that can reveal 1000's of Rebel contacts - this fact remains unknown to the Imperium... so far.

**Scoundrel's Luck** \$25.00  
Solo adventure - Han Solo tries to save Princess Leia from a clutch of bad-asses!

**Star Fall** \$20.00  
In the twisted wreckage of a dying Star Destroyer, captured Rebel heroes have a slim chance to fight their way through the battered vessel in search of freedom.

**Strike Force Shantipole** \$22.00  
Battle Imperial starfighters in the vastness of space, chase deadly probots thru asteroid storms, & go up against a heavily-armed escort frigate! Sound too easy?

**Star Wars Campaign Pack** \$22.00  
Complete data & floorplans for a Rebel Player Character's starship, information on the elite Rebel Irregulars force, 1 mini-adventure plus 5 scenario plots, a STAR WARRIORS scenario (plus counters), and a colour 11"x33" Gamemaster's Screen!

**Star Wars Rules Companion** \$30.00  
80 pages of revised, expanded, and advanced rules - from new Force skills, to detailed instructions for creating Droids as Player Characters. Well illustrated.

**Tatooine Manhunt** \$22.00  
Talon, father of the Old Republic Navy, has a 50 million credit bounty on his head. He's on Tatooine, somewhere, and the Rebellion wants him before a horde of Bounty Hunters can get their filthy hands/tentacles/paws/claws on him!

**The Star Wars Sourcebook** \$35.00  
144 page hardback book detailing everything from starfighters and spacecraft tech systems to droids, aliens, and lightsabers. Very profusely illustrated.

## STORMBRINGER

**SCIENCE & SORCERY** The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. This series is based on the books of Michael Moorcock.

**Chaosium**

**STORMBRINGER** 4nd Ed. \$40.00  
The savage, brutal world of the Young Kingdoms. A realm where ancient empires slowly crumble, and bold new nations gain in power. It is a time when mercenaries and adventurers can discover great power and wealth, if they live long enough... The 208 page softcover rulebook contains everything needed to play (except dice).

**HAWKMOON**

Set in the familiar continent of Europe, but during the Tragic Millennium - an age wherein magical artifacts and technology coexist, while feal beasts and mutants prowl the wilderness. This is a heroic world of great warriors and arcane powers.

**Black Sword**

A woman pledges to avenge her father's death. Gathering a band of adventurers she sets forth on her quest to slay Eric, the albino Prince who possess the infamous sword known as Stormbringer.

**Rogue Mistress** \*

Hired to recover a missing and purportedly valuable artifact, the adventurers are drawn deeper into a tale that spans a multitude of strange worlds and planes.

**Stealer of Souls**

A wealthy merchant is murdered by his rivals, but the benefits they gain from this evil act are compromised when each of them becomes targeted for revenge.

## TALISLANTA

**FANTASY** A moderate complexity system that has been combined with a fascinating world setting. Although the mechanics are stereotypical, the campaign background is rich in character & potential. **Bard Games**

**TALISLANTA HANDBOOK & CAMPAIGN GUIDE** \$30.00  
The basic rulebook for gamemasters and players. Features over a 100 different character types - from concubines & mercantilists, to executioners & wizard hunters. Mechanics include skills, spells, equipment, conveyances, campaign play, encounters, languages, currencies, mass combat, and much more. 152 pages.

**Talislanta Worldbook**

Contains an overview of Archaeus, and a far more detailed guide to the continent of Talislanta. Regional chapters cover 10 geographic zones, and include many maps plus data on cities, cults, races, customs, legends, major sites etc. 184 pages.

**Chronicles of Talislanta**

A traveller's guide to the Talislanta continent, with regional accounts of a myriad wonders & oddities that will add flavor & depth to your campaign! 116 pages.

**A Naturalist's Guide to Talislanta** \$27.00

This well-illustrated bestiary offers statistics and essays on 97 strange beasts, plus information on the flora and deities common to this continent. 118 pages.

**Sorcerer's Guide** \*

**Cyclopedia Talislanta Vol. II** The Seven Kingdoms \$22.00  
Each of these accessories provides details on local geography and society, with separate sections pertaining to major cities and unique magicks. They also contain a wealth of new monsters, extra character races (with roleplaying guides), unusual equipment & weapons, plus optional rules and adventures! 72 pages.

**Cyclopedia Talislanta Vol. III** Wilderlands of Zaran \$22.00

Includes a depth of campaign source material, plus data on Ferran stench, Nagra spirit-tracking, Ogront dancing, Za combat techniques, and lots more. 72 pages.

**Cyclopedia Talislanta Vol. IV** Western Lands \$22.00

Heaps of valuable information, including Amanian astrology, the Druhn songs of madness, Werewood runecircles, mining, ritual cleansing, etc. 72 pages.

**Cyclopedia Talislanta Vol. V** Eastern Lands \$22.00

Includes witchen necromancy, Mondalan runecasting, Manra shape-changing, the Sunra spawning urge (what?), the Kang combat trance, etc. 72 pages.

**Cyclopedia Talislanta Vol. VI** Desert Kingdoms \$22.00

Take a deep breath, an explanation of Thaumaturgy, more Technomantic specialties, rules for Breath-roller mining, horizon & tracking, dunesailing, rapier, rapier-sabre, Rajan dragon-sabre, fetch snakes, tomb traps, etc. 68 pages.

**Cyclopedia Talislanta Vol. VII** Northlands \* \$16.00

**Cyclopedia Talislanta Vol. VIII** Central Regions \* \$16.00

Not recommended for inexperience (or boring) Gamemasters!

## TEENAGE MUTANT NINJA TURTLES

**SCI-FI** OK kids - you've seen the trend setting TV series, read the legendary comic books, bought the highly addictive stuffed toys, and can't wait for the live-action film to appear - now get the zany PRG! **Palladium**

**TEENAGE MUTANT NINJA TURTLES** \$30.00

112 pages with information on mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, five adventures, & a comic strip!

**Accessory Pack** \$30.00

An assortment of bits 'n' pieces that includes two 'tri-fold' game shields (for TMNT & After The Bomb), a 24 page adventure & a quick mutant animal villian generator.

**After the Bomb** \$16.00

A post holocaust sourcebook that gives details on new characters, the Empire of Humanity, other less civilised areas, encounters and six adventures. 48 pages.

**Mutants Down Under** \$18.00

A fair-dinkum Aussie guidebook, covering everything from Tassieland to Banana-land to Westralia. Includes new skills & psionics, extra animal types & mutations, mutagen inducing incants, airship raids, the Dreamtime Lands & 4 adventures. 48 pgs.

**Mutants in Avalon** \*

Features 18 new mutant animals, plus rules for Druids & magic. Besides the usual adventures there is also a detailed guide to post-H Britain & the current kingdoms.

**Mutants of the Yucatan** \$18.00

South American sourcebook featuring new mutant characters, jungle skills, mutant tribes. Gene-Molded Cats, the regional Empire of Humanity, area descriptions, etc.

**Ninjas & Superspies****\$35.00**

Complete RPG game that is also a TMNT accessory. 176 pages that include skill programs, insanity, 17 character classes, cybernetics, 41 martial arts styles, martial arts powers, modern weapons combat, vehicle combat, equipment, etc.

**Road Hogs****\$18.00**

Post-holocaust Mutant Mad Max adventures. Includes new critters, comprehensive vehicle rules, post-H economics, new equipment, background data & 4 adventures

**TMNT Adventures****\$16.00**

With five adventures, optional rules for characters and superpowered animals, and seven death traps & challenges for seven ninja PCs! 48 pages.

**Transdimensional T.M.N.T.****\$30.00**

Time travelling rules for TMNT. Includes new characters, extra skills, magic, mutant dinosaurs, ancient weapons, Historical Twists, Temporal Mishaps, Dimensional Strangeness, time machines, Time Lords, 3 adventures, and zany NPCs.

**Truckin' Turtles****\$18.00**

7 adventures, including battles with a super villain & the Fast-Food Burger Being!

**Turtles Go Hollywood****\$18.00**

A compendium of 9+ adventures that combine to form a Hollywood campaign.

**Turtles' Guide to the Universe****\$16.00**

New rules for the construction and flying of air vehicles, with combat mechanics, skills, aliens, a star map, a comic strip, and 4 adventures. 48 pages.

**TOP SECRET**

**MODERN** Recreates the daring exploits of secret agents and super spies... blow a plethora of crazy bad-asses away with hi-tech gizmos and go womanizing in exotic locales. The best system in this genre. **TSR**

**TOP SECRET 2ND Ed.****\$40.00**

Boxed set with dice, a Gamemasters screen, a 96 page Player's Guide, a 64 page GM's Guide, a 24 page setting/scenario booklet, a 16 page equipment/character dossier booklet, a set of building blueprints, and 30 colour counters.

**HIGH-STAKES GAMBLE****\$30.00**

Boxed supplement with a detailed guide to glamorous Monte Carlo, rules & track plans for Grand Prix racing, a 32 page campaign book & vehicle reference cards.

**TS1 Operation: Starfire****\$15.00**

An Orion Foundation agent disappears, a team is dispatched to investigate and immediately becomes entangled in a mire of deception and political subterfuge.

**TS2 The Doomsday Drop****\$15.00**

A crippled Soviet attack sub on the ocean floor is somehow involved in a Web conspiracy. A secret Orion investigation begins in the Gdansk shipyards of Poland.

**TS3 Orion Rising****\$20.00**

Complete information on the global network of the Orion Foundation. Includes a wealth of scenario ideas and the full military & political backgrounds of each base.

**TS4 Commando - Brushfire Wars****\$20.00**

Multiple hard-hitting adventures dealing with covert military actions, and the more media-oriented raids against hijackers, terrorists, and third-world revolutionaries.

**TS4A The Web****\$20.00**

A series of adventures that pits the best of the free-world agents against the powerful resources of Web - an organisation hell-bent on global domination.

**TS4A2 The Final Weapon****\$20.00**

Deep within the hidden heart of Web tell scientists & combat technicians trying to develop the ultimate tools of war. This installation has to be destroyed at any cost!

**TSAC2 Agent 13 Sourcebook****\$18.00**

1930's pulp adventure - the Brotherhood is an ancient, yet unknown, organisation set on world domination. An entertaining romp for those seeking a change of pace.

**TSAC3 Cover Operations Sourcebook****\$18.00**

Everything you needed to know about the CIA & KGB - including organisation, personnel, responsibility, expertise, methods, agent backgrounds, and case histories.

**TSAC4 F.R.E.E. Lancers****\$20.00**

Near future sourcebook - the first to utilise the 'Cyberpunk' theme. Includes new skills & very hi-tech equipment; all employed in a world gone mad with industry & espionage. A grim setting indeed for the near-humanoid agents of tomorrow.

**TSAC5 Commando****\$20.00**

Escape from the slick, glamorous world of exotic locations & beautiful people. Players can now get their hands dirty in the tangled jungles of Nicaragua, the shifting deserts of Libya, or the bombed-out streets of Beirut. Includes new weapons.

**TSAC6 Cover Operations Sourcebook Vol. 2****\$20.00**

Details the organisation & history of actual world agencies - Russia's GRU, Israel's Mossad, and the espionage arms of East/West Germany, Bulgaria, Poland, etc.

**TSAC7 F.R.E.E. America****\$20.00**

Details the society, politics & culture of a hostile, near-future America. States have formed into regional authorities; foreign investors own cities; technology reaches new heights of innovation; and unpredictable metabolites improve human skills.

**TSE1 Web of Deceit****\$20.00**

Orion needs to establish a base on San Cristobal, but competition is fierce - Orion agents have to contend with the KGB, pirates, drug smugglers and a voodoo cult!

**TSE2 The Sting of the Spider****\$20.00**

Web's insidious operatives appear on an island paradise. Nefarious incidents become alarmingly common, though the villains long-term objectives are unknown.

**TSE3 Web Wars****\$20.00**

Guarding a Caribbean republic from a military coup may seem like a rather bland task for Orion agents, but world security may be compromised by upcoming events

**TORG**

**SCIENCE & SORCERY** Our world is invaded by hostile entities, each brings with them a legion of minions and their host realities. A jigsaw of warped realms thus disfigure the planet, hell on Earth has become reality!

**TORG****\$65.00**

Boxed set containing a 144 page rulebook, a 48 page Adventure Book, an 80 page Workbook, and a whole mess (150) of action-drama cards to spice up play.

**Aysle Sourcebook****\$30.00**

Europe is warped by technology & magic as elements of high fantasy take root in England & Scandinavia, now the forces of light & darkness struggle for supremacy.

**(The) Cassandra Files****\$25.00**

Describes the Delphi Council - an organisation that rules America through subversion, force, and deception. Within their files lie mysteries that could affect the world.

**Cyberpacy Sourcebook \*****\$40.00**

Details the realm in France that is ruled by a false Pope who has mastered the technology of cybernetics. Features information on the cruel Inquisition, the Cyberpacy, the mysterious GodNet, and the sinister Church Police.

**(The) Destiny Map****\$25.00**

First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archaeological dig in the Living Land and taken to Core Earth.

**(The) Forever City****\$25.00**

An artifact must be stolen from its guardians within the Empire of the Nile and taken to a city high in the Tibetan mountains. This exciting adventure pits the players against cyber-knights, gods, and a hideous agent from the fifth realm.

**Full Moon Draw and Other Adventures • (due May)****\$24.00**

An adventure supplement featuring six 10 page adventures set in different realms.

**(The) Godnet \*****\$35.00**

Enter the Holy Inquisition's major weapon, the cyberspace Matrix called Godnet - the Cyberpacy's deep telecommunications network. An extra dimensional realm of neon data where cyberspace programs can make anything possible.

**High Lord of Earth \*****\$25.00**

Earth's Darkness Device has been discovered. Now Storm Knights must face ritual murderers, savage cultists, dark gods, labyrinthine jungles, and their own desires in a race to stop another Lord from joining the Possibility Raiders.

**(The) Living Land****\$35.00**

Describes the realm and Coss of the High Lord of primitive reality - North America has partly become a tangled jungle world, filled with giant dinosaurs. 128 pgs.

**Nile Empire Sourcebook****\$30.00**

The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East and Africa conceal all manner of sinister plots, dark secrets, and ruthless villains.

**Nippon Tech Sourcebook \*****TBA**

Vicious, high-tech corporate wars & cunning street gangs have poisoned Japan.

**Orrrorsh Sourcebook \*****TBA**

Details the cosm of the Gaunt Man - a realm where horrors beyond imagining and insane creations slither through the haunted night.

**Pixaud's Practical Grimoire •****\$24.00**

A 64 page supplement containing new spells & practical tips. Due May?

**(The) Possibility Chalice****\$25.00**

From a temple on Core Earth saturated with traps, to a bleak fortress guarded by dark monstrosities in Aysle - our heroes must escape from a High Lord's agents.

**Queenswrath****\$25.00**

The Queen of Aysle seeks the assistance from the world's most heroic Storm Knights for a difficult quest against the Cyberpacy and the evil Lord Uthorion.

**2300 AD****SCI-FI**

Set 300 years after World War III, humanity has risen from out of the ashes of global conflict and finally prepares to tame the very universe. But much conflict and uncertainty still clouds the future. **GDW**

**2300AD 2nd Ed.****\$40.00**

Boxed set with Director's (110 pgs) & Adventurer's Guide (94 pgs), plus a module.

**Bayern****\$18.00**

The Pleiades, a fabled cache of stars, is the goal of a monumental voyage of exploration and discovery. This bold campaign may unlock great interstellar secrets.

**Beanstalk****\$20.00**

Europe is awash with violent political upheaval, these tensions are reflected on an asteroid colony where the possibility of sabotage - and bloodshed - is growing.

**Colonial Atlas****\$25.00**

Describes Earth's 29 colony worlds (includes environment, unique biology, etc).

**Deathwatch Program****\$20.00**

Key to global ruin: elusive, sinister and powerful adversaries are intent on eliminating the only thing standing between them and world supremacy - the players!

**Earth Cybertech Sourcebook****\$20.00**

Details the social and political changes that have been wrought by technology and space exploration. Includes a 2300AD continental guide & the cyberpunk theme.

**Energy Curve****\$20.00**

An odyssey in an uncharted, frozen world where a strange alien race is on the verge of civilisation, and an exotic energy curve manipulates the evolution of life.

**Equipment Guide****\$18.00**

Details 148 pieces of equipment, from medical & Pentapod gear to combat walkers

**Ground Vehicle Guide****\$20.00**

A compendium of 34 civilian and military vehicles, with variants & Kafer systems.

**Invasion****\$18.00**

The survival of the human race is in jeopardy - the Kafers have begun a massive assault on the French Arm. Each colony world in the bitter conflict is fully detailed.

**Kafer Dawn****\$10.00**

Victory against the fierce Kafer was hard won, now mop-up operations begin in earnest. But on Aurora renegade Kafers aren't the only threat to life and limb.

**Kafer Sourcebook****\$25.00**

Details Humanity's biggest threat - the Kafers. Includes physiology, psychology, sociology, government, technology, equipment, the Kafer Sphere, etc. 104 pages.

**Mission Arcturus****\$18.00**

A French research outpost orbiting the Arcturus star was the first victim of the war with the Kafers, now a rescue/reconnaissance mission is sent to explore the station

**Nyoteku Sourcebook****\$22.00**

Details the mining/factory planet Inferno, and a huge orbital mining station quietly plying the ice rings of a gas giant - that is until it uncovers an alien artifact!

**Operation Overlord****\$18.00**

A Marine brigade lays siege to a Kafer forward base, and while the protagonists slug it out with heavy ordnance an infiltration squad enters the enemy compound.

**Ranger****\$18.00**

Ebers are an enigmatic race that destroyed their vast technology in an ancient interstellar war. Now various factions vie for their potentially awesome knowledge.

**Roten to the Core****\$18.00**

Danger & Intrigue in Libreville - a decadent city sprawled at the base of the African beast-land - a vibrant society where sleaze & glamour blend into a potent cocktail.

**Ships of the French Arm****\$27.00**

Details 44 vessels - from Battlecruisers to Freighters. With Ship Status Sheets.

**TWILIGHT 2000****SCI-FI**

Confrontation in the Mid East ignites a nightmare conflagration in Europe. Massive armies collide across the globe, each is bludgeoned to a standstill, amid this madness the final option is employed. **GDW**

**TS1 The Ruins of Warsaw****\$16.00**

In '97 Warsaw was plastered by 6 NATO nukes. Many years later a new populace sought shelter amongst its ruins - and so too did a terrible legion of marauders.

**Satellite Down****\$15.00**

With 3 years of recorded pre & post-nuclear global weather patterns, a fallen Russian satellite becomes a valuable treasure chest. And there's a lot of people out there who would just kill for it, including a bloke who claims he's the messiah!

**Small Arms Guide 1st Ed.****\$10.00**

Fully illustrated sourcebook of the world's modern firearms - from pistols, shotguns, rifles, machine guns, etc. More armaments than you could poke a stick at!

**Soviet Combat Vehicle handbook****\$24.00**

A comprehensive 104 page, 8-colour guide to Russia's vast military arsenal, and the complete pre- and post-war Orders of Battle for the USSR and her allies.

**Soviet Vehicle Guide 1st Ed.****\$10.00**

Sourcebook of Russian weapons, with a complete worldwide Order of Battle, etc.

**Survivors' Guide to the United Kingdom****\$15.00**

Includes the nuclear hit-list for the UK, a global British Army order of battle, an English equipment listing, and extensive details on the country's marauder bands and free cities. Plus information for the development of English characters.

**Twilight Encounters****\$30.00**

Boxed set of accessories - including twilight cards (10 complete mini-adventures), encounter grids, over 200 counters, and a 48 page encounter/combat rulebook.

**Urban Guerrilla****\$16.00**

Central Florida has become New America's first state-nation - the populace is enslaved to a tyrannical ideal, and freedom can only be purchased thru bloodshed.

**US Army Vehicle Guide 1st Ed.****\$10.00**

Comprehensive compendium of US combat vehicles, with a global Order of Battle, etc.

**White Eagle****\$15.00**

Poland is being torn asunder by 3 factions - a military dictator, mercantile profiters, and the people's army. The bloody fate of this nation hangs in the balance.

**TWILIGHT 2000 2nd Ed. Boxed****\$45.00**

And so it is that Europe's darkest nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted, worthless political ideals.

**TWILIGHT 2000 2nd Ed. Softcover****\$35.00**

Some of the changes: characters can be any nationality & have non-military backgrounds. Includes a new combat system and current equipment/vehicle lists. The whole global environment has become more chaotic, and very hostile.

**Alrlords of the Ozarks****\$16.00**

The rugged forests of the Ozark Mountains are home to New America - a vicious fascist organisation intent on building a militant post-holocaust empire, and whose arsenal includes some salvaged cruise missiles and an airfoil cargo dangle...

**Allegheny Uprising****\$16.00**

A hidden pre-war government supply stockpile becomes the focus of a desperate search. The technical equipment & weapons it contains are priceless commodities

**American Combat Vehicle Handbook****\$24.00**

A104 page, 8-colour sourcebook detailing over 60 modern weapon systems (from MBTs to hovercraft), and the US Army Order of Battle before and after WW3.

**Bangkok • (due?)****\$24.00**

Pre- and post-holocaust sourcebook for Southeast Asia. More information later.

**Bear's Den**

&lt;b



Military Simulations

134 Cochrane Rd Moorabbin, Vic 3189

Phone: (03) 555 8886 from 8.00AM - 4.30PM

Fax orders: 03 553 3339

## MAIL ORDER FORM

When ordering carefully print your first and second choice in the space provided. Items that are out of stock will be back-ordered, except in the case of unboxed miniatures or products that we know will not be restocked. In some cases a restock can take several months. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit only if they are insured. The optional insurance cost is \$3.50 for purchases of \$100.00 or less, with an additional \$1.00 required for each further \$100.00 or part thereof. Magazine subscriptions already include the cost of postage. A new order form will be included with your order.

<b>FIRST CHOICE</b> Include numerical codes with all miniatures!	Please list title & manufacturer	<b>Price</b>
<b>SECOND CHOICE</b> In case the first choice is unavailable		
<b>MAGAZINE SUBSCRIPTIONS:</b> Please tick appropriate box(es) on reverse side		

<b>COMPUTER ORDERS ONLY</b>		<b>SUB TOTAL:</b>
<b>TYPE:</b>	<b>MEMORY:</b>	
<b>OFFICE USE ONLY</b>		<b>Freight &amp; Handling:</b>
<b>Received On:</b>		\$3.00
<b>Sent By:</b>		
<b>Backorder Sent:</b>		
<b>ALL PAYMENTS TO BE MADE TO MILITARY SIMULATIONS</b>		
<input type="checkbox"/> Visa	<input type="checkbox"/> Master	<input type="checkbox"/> Bankcard
		<b>Expiry Date</b>
PLEASE NOTE: CREDIT CARD ORDERS WILL NOT BE SUPPLIED TO POST OFFICE BOX ADDRESSES!		

<b>NAME</b> PLEASE WRITE CLEARLY!	<b>TELEPHONE</b> PLEASE INCLUDE AREA CODE	
<b>ADDRESS</b> PLEASE WRITE CLEARLY!	<b>STATE</b>	
<b>POSTCODE</b>	<b>DATE</b>	<b>SIGNATURE</b>

# MAGAZINE SUBSCRIPTIONS

WHEN ORDERING PLEASE TICK THE APPROPRIATE SUBSCRIPTION BOX

## ADVENTURERS CLUB

An quarterly publication printed by Iron Crown - this B4 format (half A4) magazine contains specific articles for the Champions and Fantasy Hero Role Playing systems. Each issue features a selection of mini-adventures, new creature and non-player character statistics (such as major villains) for both systems, general essays on gaming technique, descriptions of various campaign organisations, notes for improved play, and other such related topics. This little mag' is an ideal companion to those gamers who enjoy the Hero system material. Publication regularity is good, but unfortunately Iron Crown produces only four issues per year.



\$26.00 for 6 issues



\$47.00 for 12 issues

## ANIMAG

I don't really understand why a magazine dedicated to Japanese animation was included here, although it does have some sort of relevance to our gaming fraternity: all those vivid, technical cartoon slugfests between massive mecha combat vehicles and their young, dashing pilots were the basis of both the Robotech RPG and the Battletech universe. Each issue features extensive articles on Japanese television & movie animation. Every page is decorated with colour & black 'n' white sketches, stills, and diagrams covering everything from awesome engines of destruction to typically alluring large-eyed heroines. Publication regularity is (at the moment) poor.



\$43.00 for 6 issues



\$77.00 for 12 issues

## AUTODUEL QUARTERLY

A literarily effort by the Steve Jackson company, catering exclusively to the Car Wars fanatic... er, enthusiast. The type of article in this magazine is quite regimented: what you get is at least one scenario dedicated to speed and vehicular violence, a selection of new equipment (weapons, car accessories, etc), new vehicle descriptions, gaming advise from designers or smart-ass players (ie: "Drive fast & shoot often!"), and a short-story based on... yep, you guessed it - speed and vehicular violence. This 'mag is both informative and entertaining, and certainly doesn't take itself too seriously (thank god for that). Publication regularity is fair to good, with four issues printed per year.



\$30.00 for 4 issues



\$54.00 for 8 issues

## CHALLENGE

Games Designer's Workshop produce this bi-monthly magazine which has become a definitive source for Science-Fiction roleplayers. Every major GDW gaming system is covered; 2300AD Megatraveler, Twilight 2000, and Space 1889. Other non-company systems such as Warhammer 40,000 Battletech, Cyberpunk et al, are also covered (though not as profusely as the former titles). Article definition involves complete adventures, wargame scenarios, variant rules, new equipment & weapons, and general essays on gaming technique. Publication regularity was very good, but in recent times has become poor, hopefully this situation will be rectified soon.



\$33.00 for 6 issues



\$60.00 for 12 issues

## DRAGON

TSR's very popular monstrous monthly magazine. The emphasis is naturally on AD&D, with a veritable treasure-chest of articles and adventures (& ads!) that will appeal to both players and DMs alike. Features on D&D, Top Secret SI, and Marvel Super Heroes are tolerated, albeit with less proliferation than the ubiquitous Advanced Dungeons & Dragons™®. Every issue includes such things as new spells, magic items, strange monsters, NPC classes, short stories, comics, game reviews, and a very broad selection of essays on better gaming techniques and campaign orientated information. Publication regularity is very good.



\$45.00 for 6 issues



\$81.00 for 12 issues

## DUNGEON

TSR's second magazine - a bi-monthly publication specifically dedicated to role-playing adventures - with enough danger and loot to satiate the wander-lust of any AD&D or D&D party. The player's quest for riches and fame, challenges and conquest are fulfilled with at least four mini-modules per issue. Every game is complete, all the information needed to play is set out in a concise format, with all necessary maps and diagrams, plus few illustrations, provided. Infrequently there is an adventure for Top Secret SI, or one of the other secondary TSR RPGs. The quality of the contents is moderate to exceptional. Publication regularity is very good. Recommended.



\$40.00 for 6 issues



\$70.00 for 12 issues

## GENERAL

Avalon Hill's in-house magazine - though this great publication deals exclusively with Avalon Hill (what a surprise!) products, and an occasional Victory Games simulation. Each issue highlights a specific (new) product, usually with extensive feature articles. However a very large selection of recent and classic games are also covered in detail. Article definition includes scenarios, designer's notes, tactical tips, optional rules, campaign strategy, coming attractions, computer programs, and (infrequently) variant counters. There is a regular department dedicated to the definitive ASL system. Indispensable reading for all AH enthusiasts! Good publication regularity.



\$40.00 for 6 issues



\$70.00 for 12 issues

## RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to SSG's range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes for new releases, American computer game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule, and as a consequence I've got to give it a poor publication regularity rating. But it's still highly recommended (almost indispensable) for those computer hacks who have invested in SSG programs.



\$17.00 for 4 issues



\$31.00 for 8 issues

## WHITE DWARF

A high quality, monthly glossy English magazine dedicated solely to Game's Workshop products. Enthusiasts of the Warhammer RPG, Warhammer Fantasy Battles, Warhamer 40K, Space Hulk, Blood Bowl, Heroquest, Space Marine, and all the rest will find this subscription invaluable. Articles cover adventures, scenarios, new rules, variant counters, and the like. Profusely illustrated with quality artwork. Every issue contains photographs & relevant statistics for the latest Citadel releases, & numerous pages highlighting superb miniatures painting (both diorama & single figures) by some very talented individuals! Publication regularity is very good.



\$41.00 for 6 issues



\$80.00 for 12 issues

PLEASE INCLUDE TOTAL COST ON THE MAIL ORDER FORM WHERE INDICATED

# CRAZY SPECIALS!

## PLEASE GIVE SECOND CHOICES!

### ROLE PLAYING

#### BATTLETECH

Crazy Special - \$50.00 Normal Retail - \$125.00

Listen folks, I'm really sick of seeing the same bloody Battletech/Mechwarrior products listed in this section, so even if you aren't a 'Mech-head' please buy some of this stuff so that we don't have to look at it again next catalogue! For further information on the stock below refer to the Science-Fiction games list in the Wargames section of this catalogue, as well as the Mechwarrior RPG details in the Roleplay listing.

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**Battletech 20 year Update (3050AD)** \$10.00 \$22.50  
 The Star League \$15.00 \$30.00  
**4th Succession War - Mil. Atlas Vol. 2** \$15.00 \$30.00  
 4th Succession War Scenario Pack \$8.00 \$18.00  
 Wolf's Dragoons Sourcebook \$10.00 \$25.00

#### CHAMPIONS

Crazy Special - \$30.00 Normal Retail - \$73.00

A generic superhero (ie: not based on DC or Marvel pap) RPG produced by Iron Crown. By all accounts this is a good system that captures the basic elements of the genre - egotistical individuals possessing awesome powers, a blinding need for moral justice, and a painful lack of fashion sense, cruise the streets of contemporary America trying to beat the living crap out of anybody or anything that laughs at their lurid costumes.

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**Mind Games** \$6.00 \$12.00  
 Classic Enemies \$10.00 \$20.00  
**Challenges for Champions** \$6.00 \$13.00  
 The Zodiac Conspiracy \$8.00 \$16.00  
**Day of the Destroyer** \$6.00 \$12.00

See the Roleplaying section of this catalogue for descriptions

#### CYBERSPACE

Crazy Special - \$50.00 Normal Retail - \$103.00

Iron Crown's Cyberpunk style game based on the excellent Space Master system. It is the year 2090, corrupt Megacorporations vie for the high-tech edge and market profits, while street punks and netheads battle for survival in a neon nightmare of bio-cybernetics and designer body software. The action is set in polluted industrial wastelands, degenerate suburban sprawls, and the ethereal electronic matrix.

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**CYBERSPACE RPG** \$15.00 \$25.00  
 Body Bank \$8.00 \$15.00  
**Cyber Rogues** \$8.00 \$16.00  
 Edge-On \$8.00 \$15.00  
**Sprawl Gangs & Megacorps** \$12.00 \$22.00

See the Roleplaying section of this catalogue for descriptions

#### CYBORG COMMANDO

Crazy Special - \$12.00 Normal Retail - \$30.00

A cruel race of aliens have invaded the Earth, and their domination of the planet is almost total. However a cadre of partisans, who are endowed with bio-cybernetics and hi-tech weapons, are fighting for the world's freedom. This product was quite popular when it was first released, but economic hardship eventually devoured the company. Designed by that paragon of roleplay mimicry & cocaine snorting, Gary Gygax.

**CYBORG COMMANDO** Boxed RPG

#### DC HEROES

Crazy Special - \$7.00 Normal Retail - \$40.00

This Crazy Special was included only under duress (ie: I like having a job). However painful I consider this insertion to be, one must agree that they are cheap and can be used as adventures for any of the current superhero RPG systems!

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**Siege** \$2.00 \$10.00  
 Blood Feud \$2.00 \$10.00  
**Wheel of Destruction** \$2.00 \$10.00  
 Project Prometheus \$2.00 \$10.00

#### MIDDLE EARTH

Crazy Special - \$33.00 Normal Retail - \$67.00

Iron Crown's great low-complexity RPG adaptation of the glorious world wherein The Lord of the Rings & The Hobbit novels found their genesis. All accessories and modules in this series are compatible with Rolemaster and any other fantasy system. Now players can prove their gaming maturity by blatantly satirizing their favorite Tolkien characters (the misadventures of Bilbo Braggart, et al).

The orc clan-warriors fled in terror after I beheaded the dragon with just one stroke of my Runesword. But while I was patiently disentangling my legs from the strewn troll entrails and still-quivering warg viscera this sinister figure dressed in black robes and wearing a plain iron crown drifts towards me. I sheathed my blood-slick weapon and removed a pipe from its pouch. Whilst filling the bowl with my favorite weed I turn to this fableless stranger and say "Yo dawg, I've got these niiiine rings ya see, and I've been told this last one in the series is floating around this groovy citadel 'e. Know where it is?..."



#### STAR FRONTIERS

Crazy Special - \$8.00 Normal Retail - \$50.00

Imagine, if you can, TSR as a used-car company - now picture a rather lurid sportscar half-hidden in the weeds at the rear of the yard. Upon closer inspection one can discern that the chassis has been smothered by rust, and the pitiful engine seems to have been cannibalised from an ancient VW. In our rather crude analogy this ragamuffin vehicle represents the Star Frontiers RPG. These modules can be used in any game.

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**SF1 Vulturnus, Planet of Mystery** \$2.00 \$10.00  
 SF2 Starspawn of Vulturnus \$2.00 \$10.00  
**SF3 Sundown on Starmist** \$2.00 \$10.00  
 SF4 Mission to Alcazar \$2.00 \$10.00  
**SFKH1 Dramune Run** \$2.00 \$10.00

#### TOP SECRET

Crazy Special - \$6.00 Normal Retail - \$40.00

These items on offer are accessories and modules from first edition Top Secret - a game wherein amorous characters, attired in excruciatingly expensive designer suits, go globe-trotting in search of crazy villains to kill in particularly inventive ways, and wildly attractive viragos with fiery libidos. Although this theme represents high fantasy in its most brazen form, the D&D crowd never really developed any serious interest in it.

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**TS005 Orient Express** \$2.00 \$10.00  
 TS006 Ace of Clubs \$2.00 \$10.00  
**Agent (character) Dossiers** \$2.00 \$10.00  
 Administrator's Screen & mini module \$2.00 \$10.00

#### TWILIGHT 2000

Crazy Special - \$45.00 Normal Retail - \$132.00

Bitter rivalry in the Middle East provokes a savage war that quickly escalates into a global nightmare. The world's hi-tech armies are ground into oblivion as nukes thunder and bloom in ever increasing numbers. Entire nations are thrown into chaos - economies collapse & governments crumble as the sudden destruction gives birth to a new dark age. The world conflict is over, but the war for survival has just begun...

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**Allengeny Uprising** \$7.00 \$16.00  
 Howling Wilderness \$7.00 \$16.00  
**King's Ransom** \$7.00 \$16.00  
 Mediterranean Cruise \$7.00 \$16.00  
**Ruins of Warsaw** \$7.00 \$16.00  
 Satellite Down \$7.00 \$16.50  
**Survivors' Guide to the U.K.** \$7.00 \$16.00

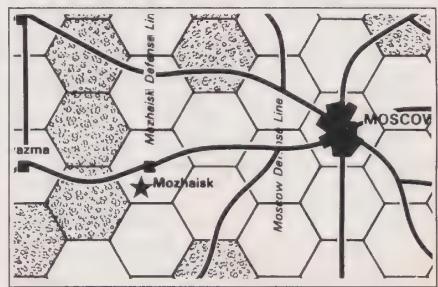
See the Roleplay section of catalogue for stock descriptions.

#### WARGAMES

##### BEGINNER'S GUIDE TO STRATEGY GAMING

An ideal primer for novice wargamers, this 56 page magazine includes articles designed to teach the reader all of the primary ground rules - basic gaming background, wargaming jargon & symbols, solitaire play, grand strategy games, computer wargaming, naval simulations, principles of war for wargamers, and a short guide to multi-period games currently on the market. The Beginner's Guide also features a two-player mini-wargame: 'The Battle for Moscow', with an 8"x11" map, 39 counters, 3 pages of rules & a comprehensive turn-by-turn summary of how the game mechanics should be played.

Crazy Special: \$3.00 Normal Retail: \$7.00



#### ROLEMASTER

Crazy Special - \$35.00 Normal Retail - \$72.00

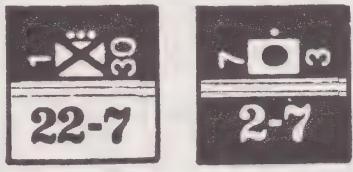
Yet another Iron Crown product in our Crazy Special list (it's not like their products are crap, we just got too much of the bloody stuff!). Rolemaster is in fact a damn fine fantasy system that has developed a quiet, yet dedicated, following among the 'AD&D Bashing' crowd - features over 2200 spells, 75 character professions, over 200 skills, plus the most gruesome and embellished set of critical-hits tables I've ever seen!

INDIVIDUAL PRICE LIST: Crazy Special Normal Retail  
**Arms Law & Claw Law** \$12.00 \$20.00  
 Character & Campaign Law \$12.00 \$20.00  
**Rolemaster Combat Screen** \$6.00 \$12.00  
 Spell Law \$12.00 \$20.00

See the Roleplaying section of this catalogue for descriptions

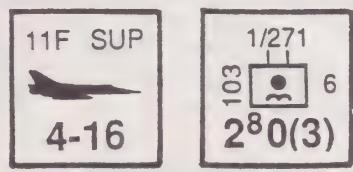
### (LA) BATAILLE D'ESPAGNOL-TALAVERA

In 1809 two French armies led by Soult and Marshal Victor invaded Portugal. British forces under the command of Sir Arthur Wellesley drove Soult's troops back in a surprise attack, they then turned south & combined with the remnants of the Spanish Army of Estremadura before marching on Madrid. Victor's command retreated to a defensive position on the Guadarrama river where they were reinforced by another Corps. Meanwhile Soult was ordered to join his compatriots after harassing the English communication lines. The Spanish forces advanced unsupported towards Guadarrama, but quickly returned to Wellesley's side after discovering that the enemy was far stronger than anticipated. The final outcome of the Spanish Campaign would soon be decided. Components include four 17" x 22" maps, 700+ counters & good mechanics. Crazy Special - \$30.00 Normal Retail - \$45.00



### LIGHT DIVISION

Iranian forces blockade the Strait of Hormuz, whilst their leaders initiate a savage terrorist campaign against the West. The US responds in kind by dispatching their elite Rapid Deployment Force of airmobile & Marine divisions into the Gulf. The advanced game mechanics include air and naval support, artillery barrages, special forces, entrenching, fatigue, supply, plus possible Soviet intervention. With 5 scenarios, 400 counters (company to regiment size) & a 22" x 34" mapsheet. Crazy Special - \$10.00 Normal Retail - \$30.00



### MODERN NAVAL BATTLES

A great card game for 2 to 6 aspiring Admirals, each of whom assemble massive fleets using vessels from France, America, England & Russia. This is a fast playing (the rulebook is just 4 pages) game where realism has been sacrificed for entertainment's sake. The result is a real beer 'n' pretzels style simulation with an attrition rate that would make any naval buff blush with shame! Players have at their disposal a veritable horde of surface vessels, submarines & attack aircraft. Every asset is rated for gun power, missiles, air components and AA defense. Contains 55 ship and 120 action cards. Crazy Special - \$25.00 Normal Retail - \$40.00



### MODERN NAVAL BATTLES II

A campaign accessory containing 110 new ship cards (including diesel subs & supply vessels), 60 action cards (with new types - surprise attack, land-based air support, crash dive, air-to-air refueling & satellite intelligence), and 7 detailed war zone displays that enable players to pit national fleets against one another in a global war of domination. The emphasis is on action & enjoyment, but a surprisingly myriad selection of strategic options (plus judicious use of the 60 action cards) ensures that victory will only be awarded to skillful players. Crazy Special: \$30.00 Normal Retail: \$60.00

### MODERN NAVAL BATTLES III

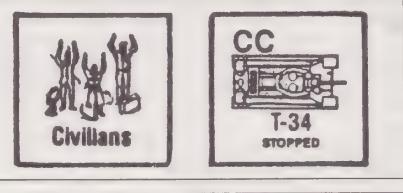
This second expansion kit contains 46 air module cards (including carrier attack/defense postures), 49 ship cards (with assault & ASW support vessels), 20 'Bad Luck' cards (internal explosion, flight deck fire, counter-tactics, intelligence leak, etc), 54 action cards (featuring minefields, mine sweeping, jamming, mission briefing, bounce, jink, new satellite orbit, etc), 6 action summary cards, 202 'sister ship' stickers and an 8 page rulebook. Crazy Special - \$35.00 Normal Retail - \$60.00

### MODERN NAVAL BATTLES SPECIAL OFFER!

All three titles - Crazy Special: \$80.00 Normal Retail: \$160.00

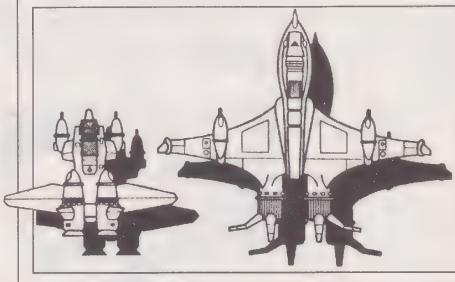
### SHELL SHOCK

Based on the Ambush system, but designed for two players - this simulation recreates man-to-man combat and heroism in World War II Europe. Players are able to 'build' their squads from an array of troop-types, weapons and equipment. Light & Heavy support can be purchased in the same manner (and includes everything from foxholes, barbed wire & artillery to AFVs). Each of the 6 scenarios included with the game may be changed as regards battle intensity, mission objectives, forces and weather. The rules include engineers, mines, night fighting, combat savvy, random events, fate, and much more! Contains one 16" x 18" map, plus four 8" x 18" maps, 540 counters, 120 cards, two Squad Record Pads, etc. Crazy Special - \$45.00 Normal Retail - \$90.00



### SILENT DEATH - METAL EXPRESS

A tactical science fiction starship combat simulator set in a universe where a sprawling high-tech empire has fragmented into a seething cauldron of feudal-like wars. The 32 page rulebook features advanced & optional rules - ie: pilot experience for campaign games, asteroids, vessel drift, gunnery duels, etc. 14 scenarios are included, as well as a scenario design procedure. The boxed set also contains numerous vessel data cards, 180 colour counters, six 17" x 22" map sheets, and 18 very attractive metal starship miniatures. Crazy Special - \$40.00 Normal Retail - \$70.00



### SORCERER KING 2nd Ed.

The Kingdom of Gomaine was split asunder 546 years ago when a great Archmage was slain by chaos assassins. Since then no one wizard has had the power to unite the bickering nations, and thus quash civil strife and disorder. However the discovery of Partas, the ruined capital of Gomaine, means that a new sorcerer king can be crowned and peace restored. But only one person can be elevated to this glorious position, and there are presently six desperate factions who have each nominated a successor. The moderate complexity rules include promotion, recruitment, divination, Godly Tasks, fortresses, siege, battle magic, chaos infestations, missile fire & captives. With 352 counters, 84 power cards, 63 spell cards, 21 task cards, and a sturdy 22" x 24" map. For 2 to 6 players. Crazy Special - \$30.00 Normal Retail - \$50.00



### COMPUTER GAMES

#### BARD'S TALE #1

Standard fantasy fare for enthusiasts. The player creates a party of six adventurers - choosing from 7 races (human, elf, half-elf dwarf, hobbit, half-orc & gnome) and 10 classes (warrior, paladin, rogue, bard, hunter, monk, conjurer, magician, sorcerer & wizard). Each character has 5 attributes (luck, strength, intelligence, dexterity & constitution), as well as variable hit, experience & spell points (where applicable) and levels (pertaining to increased skills, spell knowledge, hit points, etc). There are 85 spells available to magic-user characters, as well as a selection of weapons and armour types to keep the grunts happy. The basic premise of the game is to scurry around the city of Skara Brae in search of an evil mage who must then be destroyed. In the process the party can explore fetid sewers, dank cellars, boisterous taverns and 16 labyrinthine mazes filled with noisome beasts and lots of loot! Crazy Special - \$13.00 Normal Retail - \$25.00

### BATTLES OF NAPOLEON

This program is a Napoleonic wargame construction set, and as such can be employed to simulate practically any engagement of that era. The mechanics include a scenario generation system that allows players to create their own maps at 100 yards per hex and with variable terrain (woods, roads, fields, swamps, water, towns, redoubts & 5 levels of elevation). Combat units can also be generated by selecting the number of personnel, troop type, weapons, nationality, melee strength, leadership & morale values. Weapons tables, terrain modifiers, and the like can also be altered to suit individual preferences. Includes four historic scenarios.

C64 - \$13.00

IBM - \$25.00

### HEROES OF THE LANCE

Based on the popular Dragonlance saga novels from TSR. The player partakes in a quest into the evil-infested temple ruins of Xak Tsaroth searching for the Disks of Mishakai, vital artifacts to be used in the war against the Dragonlord. There are eight individually skilled & equipped characters ready to plunge into the temple's dangerous depths, however only one of these heroes can be used at any given time. Features fully animated arcade-style action with colourful graphics, and an array of ferocious opponents - draconians, gully dwarves, giant spiders, undead, dragons, etc. This one's for the kids.

IBM - \$25.00

### PANZER STRIKE

Quite detailed company-level tactical combat simulator where individual squads & infantry squads engage in a bloody struggle for small, albeit vital, gains. Players are able to create historically accurate forces using a large array of AFVs, role-specific infantry (ie: pioneers, SMG squads, etc), various support ordnance, and engineer works (pill boxes, mines & dragon's teeth). Features 50 yards per on-screen hex and a 22 page briefing manual describing unit & equipment data for 11 nations. Both short scenarios and grueling campaigns can be played in three separate theaters - the entire East Front campaign, 1940 West Front, and North Africa.

C64 - \$13.00

### (THE) WRATH OF NIKADEMUS

Phantasia III: The Dark Lord Nikademus has initiated an audacious campaign of conquest against an entire world. Naturally the nations of Law are a little apprehensive about old Nik's megalomaniac ambitions, and have thus dispatched a bold party of heroes to thwart him. The heroes' quest is epic in its proportions - they must traverse the wilderness, seeking clues to their nemesis' demesne whilst gradually accumulating magic items of great power, and improving their own skills. This grand adventure contains many townships to explore, an array of dungeons to plunder, and a fortuitous visit to the astral planes of Light & Darkness! Characters are developed from 15 races & 6 classes, and feature 5 attributes & 9 skills. Character accoutrements include 26 (variable) spells, 7 shield types, 10 armour types, 8 bow types & 20 melee weapons. With multi-rank party allocation and 54 types of monsters. C64 - \$13.00 AMIGA - \$20.00 IBM - \$25.00

### SWORD OF ARAGON

A fantasy wargame wherein players seek to conquer the land of Aragon with mighty armies containing warriors, knights and mages. This system features strategic movement with tactical combat resolution. The path to glory is strewn with the blood of conflict, and scorched by the puissance of magic. But total victory is dependent on a commander's application of medieval economics and resource allocation. The spoils of war will have to be maintained and developed so as to milk them of their vital supplies. Armies must be raised with new soldiers being adequately equipped and trained. Non-human nations and mythical creatures will aid or hinder the player's way to empire, and thus diplomacy will become a part of one's strategem. A superb marriage of wargame & fantasy adventure! Includes a guide/glossary for the land of Aragon.

IBM - \$25.00

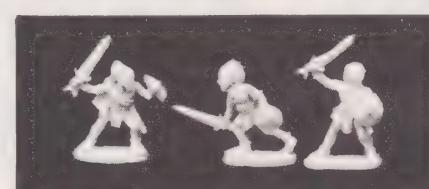
### MINIATURES



### GRENAIDER FANTASY ARMY SET

Five 25mm metal figures per blister pack. Crazy Special: \$42.00 (one of each) Normal Retail: \$99.00

GRE1401 Wood Elves (bows) GRE1402 Wood Elves (spears)  
GRE1403 Wood Elves (swords) GRE1404 Fighting Men (bows)  
GRE1405 Fighting Men (polearms) GRE1406 Foot Knights  
Wood Elf selection or Fighting Men selection - \$25.00 each.



# COMPUTER GAMES

## PRE WORLD WAR I

### AUSTERLITZ

The greatest battle of Napoleon's campaigns - the proud legions of the Grand Armee must confront and defeat the bold Austr.-Russian soldiers. Beneath gray winter skies, and with a chill wind bearing the scent of rain, the two commanders issued their orders and watched the battle flare and wane with grim interest. This simulation captures these very elements, the 3-D style graphics offer a Leader's view of troop movements and the resulting clashes. Orders must be written and issued via messenger to the Corps Commanders, these very commands could be followed precisely, ignored totally, or bastardised to suit temperamental officers. Quite innovative!

IBM - \$70.00

OZI  
AMIGA - \$70.00

### BATTLES OF THE U.S. CIVIL WAR Vol. 1

SSG  
Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War-paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### BATTLES OF THE U.S. CIVIL WAR Vol. 2

SSG  
Covers the war's middle years; with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflict's ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### BATTLES OF THE U.S. CIVIL WAR Vol. 3

SSG  
This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' & 'Warpaint' scenario creation system.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### CENTURION

ELA  
An adventurous ancient-era romp that parallels the brazen Hollywood epics in both scope & grandeur. The tale begins in Rome, our hero is an auspicious Centurion, dutifully leading his legion with granite-jawed determination. But his kismet will lead him to a more substantial station... the very destiny of Rome is entwined with his will, to flourish or wane in the turmoil ahead! This arcade-style program follows the progress of our stern-faced hero, from the brutal clash of sword on shield as he slays the barbaric enemies of Rome, to his lecherous yearnings to get inside Queen Cleopatra's pants. Includes tactical battle resolution of legion-scale combat, chariot racing in the Circus Maximus, naval conflicts on the Mediterranean, frenzied bloodletting in the infamous Coliseum, and the intriguing diplomatic & military struggles between the nations of the known world. With variable levels of difficulty.

IBM - \$60.00

AMIGA - TBA

### GOLD OF THE AMERICAS

SSG  
Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all prepare bold expeditions to explore and claim the vast expanses of wilderness. Colonies are established and carefully nurtured. These fledgling settlements can then be exploited for personal gain, or built up for patriotic sentiments. However, these little steps towards empire are but fragile conquests - invasions, raids, blockades, revolts, epidemics, pirates, adverse weather, and other such ill winds combine to produce an unstable cocktail of unexpected potency. For 1 to 4 players.

IBM - \$45.00

AMIGA - \$45.00

## WORLD WAR I

### BLUE MAX ACES OF THE GREAT WAR

360  
A flight simulator that allows 1 or 2 players to experience the elation & frustration of fighting in the world's first aerial war. Aspiring aces can choose to fly one of eight classic fighters (Fokkers, Spads, Sopwiths, etc), with each aircraft type displaying different handling characteristics. A large variety of scenarios can be selected - from bridge bombing & balloon busting, to the inevitable air superiority missions. A collection of actual WWI aces are included, all individually rated for their piloting skill and personal daring - players can either fly with these renown pilots or pit their own talents against them. Battles can be recorded and played back from any viewing angle. Features a split-screen mode whereby two players fly as a team or duel one another using the same computer.

IBM - \$70.00

AMIGA - TBA

### DIPLOMACY

AH  
A computer version of AVALON HILL's classic multi-player simulation set amid the political and military turmoil leading up

to the Great War. For 1 to 6 players, each of whom lead a proud nation along the bloody path of European conquest. Play is dominated by bold alliances, sudden treachery, proud loyalty and sly deceit. Features excellent CGA graphics (is that possible?). This program is also highly recommended as a gaming supplement for the DIPLOMACY boardgame itself.

IBM - \$45.00

Above the bloody mire that scarred the European countryside, beyond the stench and horror that characterised the mindless slaughter of land warfare; there was fought a totally dissimilar contest where an individual's skill & courage was paramount, and the virtues of honor & chivalry were held in high esteem by the daring combatants. A new dimension in warfare was born, and the fearless young warriors who were the vanguard of this era would become immortalised as the first knights of the air...

### RED BARON

(needs 1.2 meg drive) DYN  
Red Baron is a tactical flight simulator dedicated to the exhilarating and reckless dogfights of World War I. The player is able to undertake a range of missions, including Zeppelin hunting, bomber escort, night interdiction, individual duels with famous aces, etc. There are 28 different aircraft to select from, each with accurate technical characteristics. The excellent landscape details include Verdun, the Somme, Paris and London. The 16 missions can be recorded & replayed. A 1915 to '18 campaign is included, featuring progressive growth in pilot skill and rank, plus (for those who survive) an assortment of merit-based medals and awards! After an evening of grueling combat players can peruse a 200 page manual filled with maps, colour plates, technical specifications, historical back-grounds, pilot profiles and aerial tactics. Great graphics!

IBM - \$60.00

SSG  
Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War-paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### BATTLES OF THE U.S. CIVIL WAR Vol. 2

SSG  
Covers the war's middle years; with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflict's ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### BATTLES OF THE U.S. CIVIL WAR Vol. 3

SSG  
This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' & 'Warpaint' scenario creation system.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

### CENTURION

ELA  
An adventurous ancient-era romp that parallels the brazen Hollywood epics in both scope & grandeur. The tale begins in Rome, our hero is an auspicious Centurion, dutifully leading his legion with granite-jawed determination. But his kismet will lead him to a more substantial station... the very destiny of Rome is entwined with his will, to flourish or wane in the turmoil ahead! This arcade-style program follows the progress of our stern-faced hero, from the brutal clash of sword on shield as he slays the barbaric enemies of Rome, to his lecherous yearnings to get inside Queen Cleopatra's pants. Includes tactical battle resolution of legion-scale combat, chariot racing in the Circus Maximus, naval conflicts on the Mediterranean, frenzied bloodletting in the infamous Coliseum, and the intriguing diplomatic & military struggles between the nations of the known world. With variable levels of difficulty.

IBM - \$60.00

AMIGA - TBA

### GOLD OF THE AMERICAS

SSG  
Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all prepare bold expeditions to explore and claim the vast expanses of wilderness. Colonies are established and carefully nurtured. These fledgling settlements can then be exploited for personal gain, or built up for patriotic sentiments. However, these little steps towards empire are but fragile conquests - invasions, raids, blockades, revolts, epidemics, pirates, adverse weather, and other such ill winds combine to produce an unstable cocktail of unexpected potency. For 1 to 4 players.

IBM - \$45.00

AMIGA - \$45.00

## WORLD WAR I

### BLUE MAX ACES OF THE GREAT WAR

360  
A flight simulator that allows 1 or 2 players to experience the elation & frustration of fighting in the world's first aerial war. Aspiring aces can choose to fly one of eight classic fighters (Fokkers, Spads, Sopwiths, etc), with each aircraft type displaying different handling characteristics. A large variety of scenarios can be selected - from bridge bombing & balloon busting, to the inevitable air superiority missions. A collection of actual WWI aces are included, all individually rated for their piloting skill and personal daring - players can either fly with these renown pilots or pit their own talents against them. Battles can be recorded and played back from any viewing angle. Features a split-screen mode whereby two players fly as a team or duel one another using the same computer.

IBM - \$70.00

AMIGA - TBA

### DIPLOMACY

AH  
A computer version of AVALON HILL's classic multi-player simulation set amid the political and military turmoil leading up

## HALLS OF MONTEZUMA

SSG

From the capture of Mexico City in 1848, through two World Wars, Korea & Vietnam - the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corp's most testing battles. The mechanics are based on the BATTLEFRONT system, and includes WARPAINT (which gives complete graphic control over the icons) and WARPLAN (the game design option). Good detail. C64 - \$45.00

IBM - \$45.00

## PANZER BATTLES

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kaney '43, and Kursk '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?"), and players are able to control the icon graphics. There is also the usual DYO scenario kit. With low complexity & fast-playing mechanics. C64 - \$45.00

IBM - \$45.00

## ROMMEL: BATTLES FOR NORTH AFRICA

SSI

The Italian army had been routed out of Egypt; the Germans respond by dispatching a small, albeit elite, force to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps out-witted and out-fought all of its opponents. ROMMEL recreates the furious, and sometime chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

## RUSSIA - GREAT WAR IN THE EAST

SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defense of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

C64 - \$45.00

APPLE - \$45.00

IBM - \$45.00

## SECOND FRONT

SSI

Steel & flesh collide, fire & blood scour the earth - a nation is savaged by a conflict unprecedented in its scale and horror, a continent teeters on the brink of total submission, while the world awaits the victor's bloody salute - this is Barbarossa. From Stalingrad to Berlin, over 350 divisions clash headlong in a desperate bid for strategic domination. Asset attrition is conducted right down to individual AFVs, aircraft and squads. The terrain graphics even change hue to suit the season!

IBM - \$60.00

## SECRET WEAPONS OF THE LUFTWAFFE

OZI

Another superb flight simulator from Lucasfilms games. Covers the air war over Germany from 1943 to 1945; starting with the reliable BF109 & FW190, players can graduate to the fast movers - the Me262 twin-engine fighter, Me163 Komet, the elegant Gotha 229, and many other jet propelled aircraft. These wonder weapons are given the task of gouging the 8th Air Force out of the skies. Although the lumbering Flying Fortresses present an easy target to veteran pilots, the Thunderbolts and Mustangs riding shotgun don't take too kindly to intruders. Features very detailed graphics, with authentic cockpit views and multiple scenarios. Includes a 224 page historical manual crammed with photos & diagrams.

IBM - \$80.00

AMIGA - TBA

## STORM ACROSS EUROPE

SSI

A 1 to 3 player simulation the battle for Europe at grand strategic level. Features include both the military and economic aspects of the entire campaign. Resources collected via land acquisition are allocated to a nation's military production or weapons research. Conquest of the continent requires both patient preparation and bold strategies. To win players must ably command the entire spectrum of WWII warfare: Land (armour, mechanised & infantry corps); Sea (amphibious operations, U-boat campaigns & convoy raiders); and Air (paratroop assaults, air superiority & strategic bombing).

C64 - \$30.00

IBM - \$30.00

AMIGA - \$46.00

## THEIR FINEST HOUR

OZI

A flight simulator for the Battle of Britain - the player selects one of eight famous aircraft, and uses this to prowl the English sky in search of enemy fighters or bombers (or players have the option of hunting for ships in the channel). The superb colour graphics are fully animated, and more than adequately capture the excitement & terror of aerial combat. The on-screen attention to detail alone makes this package a worthy purchase! With 64 scenarios plus campaigns & DYO. IBM - \$70.00

AMIGA - \$70.00

## POST WORLD WAR II

### MacARTHUR'S WAR: KOREA (Post WWII)

SSG

In June 1950 the North Korean Army surged Southward, they swept aside all who opposed them and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter-invasion of North Korea. Chinese forces joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.

C64 - \$45.00

APPLE - \$45.00

# WORLD WAR III

## A10 TANK KILLER

DYN

Swooping low over gently rolling terrain, the A10 suddenly bursts over a treeline with a scream of turbines. Its blunt, ugly profile bobbing erratically towards a file of shocked tankers as the chin-mounted 30mm cannon bellows out a thunderous tattoo that can be heard over the howl of the engines. A lurid shark's maw on the aircraft's nose seemingly spews out a tongue of flame, while vicious bursts of concussion pound the air. Potent anti-tank rounds lance groundward, their ballistic tips red-hot from friction... This program is a flight simulator for the Thunderbolt (Warthog) ground-attack aircraft. Features include a digitised cockpit layout, strategic maps with intelligence reports, full terrain scrolling, radio messages, crew talk, animated briefings, campaign options, 3 internal & 7 external camera viewpoints, big explosions (!), etc.

IBM - \$70.00

AMIGA - \$70.00

## 688 ATTACK SUB

EA

Gliding ominously thru the ocean depths using sonar contour maps, 688 stalks for prey, ever weary of enemy ASW vessels and hunter-killer subs. This is a stunning graphic simulation that allows players to command a Los Angeles class submarine, or a Soviet Alfa class equivalent. The enemy is cunning, and their assets represent the latest in naval and military aviation technology - thus each mission must be treated with respect and caution. But with an array of counter-measures, wire-guided torpedoes, and the hard-hitting Harpoon missiles, 688 has the firepower to blow her rivals out of the water. The visual presentation of this package is superb!

IBM - \$50.00

AMIGA - \$46.00

## F-16 FALCON SIMULATOR

OZI

Great graphics and realistic aerial characteristics make this high-octane program one of the best commercial flight simulators available to date! Game features include multiple heads-up-displays, ground strike or air interdiction missions, multiple skill levels, authentic maneuvers, digitised aircraft images, and a two-player dogfight capability (you will need two computers for that option kiddos). Highly recommended!

IBM - \$60.00

MAC - \$60.00

AMIGA - \$60.00

## HARPOON

360

Our warehouse manager has developed a fanatical fixation with this modern naval combat simulator, much to his wife's chagrin! - World War III begins, and the U.S. task force in the North Atlantic is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralize the enemy as cheaply as possible; and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to hostile fire - thus prudent tactics & shrewd maneuvers are the keys to victory. Over 100 contemporary vessels are included, each comprehensively described in technical specifications. Based on Tom Clancy's superb miniatures system, this program retains his sense of awesome power and predacious cunning, but is thankfully unburdened by prolix book keeping! Features 12 scenarios. IBM - \$70.00

AMIGA - \$70.00

## HARPOON - CONVOY (BATTLESET #2)

360

Focuses on operations in the North Atlantic theater. America's convoy routes to Europe are vital for NATO's offensive capabilities, as a consequence the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French & Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.1 system disks.

IBM - \$45.00

## HARPOON SCENARIO EDITOR

360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the 'rules' of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios.

IBM - \$50.00

## NUCLEAR WAR

NWC

A humorous game of global domination through strategic war-mongering. The player must compete in an exhausting arms race against other megalomaniac nations, each turn electing to produce either one of many nuclear delivery systems or some form of defensive measure. In between these hectic bouts of procurement the leaders of the opposing countries abuse, threaten or pacify each other via the Diplomacy Terminal - or use malicious propaganda to entice an opponent's population away from them. Nuclear war is inevitable, and the victor (if there is any) is the nation who suffers the least damage. Features ten comical opponents - each a caricature of a modern-day leader with a unique personality and a special ability. Very funny (dare I admit it?), and good to look at!

IBM - \$50.00

AMIGA - \$50.00

## OVERRUN!

SSI

A clash of arms for the control of Europe. With 50 yards per on-screen square, and every symbol representing one AFV, gun, or infantry squad - ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including the T-94, FOG-M & ADATS). Vehicles are rated for frontal, side & top armour values against both HEAT & kinetic rounds. Play includes a mega-Europa campaign, and smaller scenarios.

AMIGA - \$50.00

## RED LIGHTNING

SSI

Depicts a massive Warsaw Pact invasion of central Europe (this game's pre '89 folks). This is a detailed study of brigade-divisional level modern combat. To survive in this savage environment, players must marry their air & land assets shrewdly. Any strategic blunder will result in huge losses of material and land. Ultimate victory will go to the boldest commander. There are three scenarios, five levels of complexity, and a very detailed unit-damage resolution system

AMIGA - \$46.00

## STEEL THUNDER

OZI

Arcade-style game of modern armored warfare. Players assume command of an American AFV - either the M48A5 Patton, M60A3, M3 Bradley IFV, or the gutsy M1A1 Abrams. On screen graphics feature vehicle-aperture perspectives from three crew positions: commander, gunner & driver. Nifty extras include targeting periscopes, thermal imagery, smoke screens, multiple gears, and more.

C64 - \$36.00

IBM - \$65.00

# SCIENCE FICTION

## ALIEN DRUG LORDS

PAN

As an agent for the Celestial Investigation Agency you are tasked with a mission to save the civilized galaxy from a vast conspiracy. A highly addictive drug has been secretly distributed to major worlds of the The Council. There is only one known antidote to this destructive stimulant, and the mysterious syndicate responsible for its manufacture seems intent on using this secret for massive extortionist purposes. The mission profile is simple - infiltrate the point of manufacture and destroy the drug production facilities, then return with the antidotes recipe. But the mission soon becomes entangled in a web of terror, subterfuge, intrigue & deceit as more sinister facets of the conspiracy are revealed - and master criminals, xeno mercenaries, mad alien cults, and other equally unpleasant elements are implicated in the plot. Serious stuff!

IBM - TBA

AMIGA - \$60.00

## BUCK ROGERS COUNTDOWN TO DOOMSDAY

SSI

In the year 2456 mankind has terraformed an empire across the entire solar system. Now the inner worlds face a bleak future under the draconian rule of RAM, a powerful Martian-based corporation. But from the ravaged & polluted remnants of Earth an organisation known as NEO has dedicated itself to saving free worlds from tyranny. This game is an adventure similar in scope & character to the popular AD&D programs. Players create a party of rebels, selecting from 5 PC classes & 6 racial types, and pit them against agents of RAM in a sprawling multi-world campaign. As the game progresses the characters can improve in skills, and collect various items of equipment. Features tactical starship battles and man-to-man surface combat. Requires a hard disk or two floppies.

IBM - \$80.00

AMIGA - \$80.00

## (THE) CRESCENT HAWKS' INCEPTION

INF

All you Battletech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyran Commonwealth 'Mechwarrior. Ignoring the finesse of battlefield tactics, your basic mission-plan is to kick some Kurita ass! This arcade-style graphic adventure includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?), and a handy gladiatorial module designed to teach novices the best way to execute the aforementioned skill.

C64 - \$40.00

IBM - \$70.00

AMIGA - \$60.00

## (THE) CRESCENT HAWKS' REVENGE

INF

Jason's back! Intent on rescuing his father from a Kurita prison, the young Lyran 'Mechwarrior becomes involved in a desperate conflict with the Clan invaders. This alien empire's powerful 'Mechs have ruthlessly crushed all opposition, and the entire Inner Sphere is threatened with enslavement. Features a 5 world political-military campaign of 27 scenarios with a variable storyline linked to the player's actions. Over 55 types of 'Mechs, including the OmniMechs, are represented in the program's armory, as well as various Aerospace fighters and tanks. Combat operations are conducted in 'real time' with constant situation reports from all supporting units.

IBM - \$70.00

## INFESTATION

PSY

Mankind's first contact with intelligent lifeforms results in tragedy. Alpha II, the scientific colony charged with the long-term surveillance of the aliens, has been catastrophically usurped by an invading force. The colonists have been brutally exterminated, whilst the complex itself has been converted into a vast incubation chamber. A lone agent of the Interplanetary Federation is dispatched to investigate the ruined station, and if possible to destroy the threat within. His opponents are many, & very hostile - they include the monstrous alien mother, combat 'droids, malevolent computers, radioactive rubble, and a host of other dangers. Note: this program is very difficult, and as such may become frustrating.

IBM - \$70.00

AMIGA - \$60.00

## MECHWARRIOR

INF

31st Century tactical combat simulator set in the Battletech universe. Players can pilot 1 of 8 classes of Battletech as a mercenary for any of the 5 Successor States. Experience and wealth may eventually provide able mechwarriors with their own lance to command - and a chance to confront the very scourge of the Inner Sphere! The game has a plethora of scenarios - from ruthlessly short raids to grueling campaigns. Features include multi-world, multi-terrain environments; accumulative battle attrition on all vehicles, and front-line repair workshops. With cockpit-perspective graphics.

IBM - \$70.00

24

## POPULOUS

BFE

Assume the role of a deity who derives power directly from the mortals who barrack for you. Your strength is dependent on how numerous and industrious these followers are. Unfortunately there's more than one megalomaniac dude around who's claiming to be a god. When two civilized societies have a theological difference of opinion that means there's going to be a war! To win you've got to beat the crap out of the opposition's misguided worshippers, to achieve that your followers have to propagate, which requires the development of settlements, which in turn is dependent on your ability to terraform the environment. Throw in a few sacred totems, zealous knights, plus a selection of disasters (earthquake, volcano, flood & armageddon), and what you get is an epic confrontation of biblical proportions. Features a tutorial program, a 500 world campaign with staggered levels of difficulty, a customise option containing over 60 variables, and a 2-player modem/null modem version. Great graphics!

IBM - \$50.00

AMIGA - \$50.00

## THE PROMISED LANDS

BFE

Contains 5 new & very distinct worlds - Bit Plains: a computer environment landscaped with coffee cups, cigarette butts, blank disks, etc. Wild West: rather self-explanatory cowboy. Block Land: a sort of Cyberpunk adaptation of Legoland. Silly Land: unimaginative title for a cute & entertaining change of pace. Revolution Francaise: amusing plagiarism of the French social revolution. This is not a complete game!

IBM - \$30.00

AMIGA - \$30.00

## REACH FOR THE STARS 3RD ED.

SSG

1 to 4 players must build a space empire by creating a homeworld, sending out colonists, establishing habitable planets and developing resources. Security for these bases is directly tied to the procurement of technical skills (navigation, ship design & industry). There is but one obstacle to galactic domination - the other players! The game quickly becomes a bitter contest of destruction & conquest as invading star fleets battle for control of colonial assets. Features mechanics for social growth, land based armies, and much more. Great!

AMIGA - \$45

APPLE - \$45

C64 - \$45

IBM - \$45

MAC - \$45

## RENEGADE LEGION: INTERCEPTOR

SSI

Tactical space combat between the draconian Terran Overlord Government and the rebellious Renegade Legions. The player creates a squadron from 24 standard starfighter types, or has the option of custom-designing their own vessels - arming them with mass-driver cannons, lasers, electron & neutron particle guns, or a variety of 'smart' missiles. Missions include anti-piracy patrols, space-station defense, enemy fleet interceptions, and wild melee engagements. Features scenarios & campaign play, plus variable skill levels.

IBM - \$60.00

## WING COMMANDER

ORI

Nearly every day for the past few months I have been appre-hended by Peter (our purchasing officer) and regaled by his less than modest tales of daring exploits against ever bigger enemy vessels. He's very distracted by this tactical flight simulator, and I can't help but be amazed by its superb detail and stunning graphics. Players are posted to a Terran carrier where they must slowly accrue valuable experience piloting four types of starfighters & dogfighting an array of alien craft. Commissions and a range of distinguished medals are the rewards of surviving an incredible barrage of 40 missions. The skills thus gained not only earn the grudging admiration of fellow pilots, but greatly increase the scope & difficulty of the scenarios. Features multiple camera angles, intelligent & skilled NPC wingmen, cunning opposition, individual missions or elaborate campaigns, plus an imposing array of threats - from alien carriers to minefields. It looks great, plays realistically and is the best arcade-action program we have ever sold! Note: has 1.2 meg disks & requires hard disk or two floppies.

IBM - \$85.00

## WING COMMANDER: THE SECRET MISSIONS

The TCS Tiger's Claw is dispatched deep into Kilrathi space in search of marauders responsible for the destruction of a Terran colony. This 16 mission campaign is designed to adapt to the successes (or lack thereof) of the player. Features new graphics, four extra vessels (including an 8-man Confederate fighter, the massive Sivar-class Kilrathi dreadnaught & a secret weapon of mass destruction), plus a Mission Selector.

IBM - \$40.00

# FANTASY

## BARD'S TALE 2 THE DESTINY KNIGHT

EA

A party of eager adventurers face an epic quest of discovery, conquest and lots of looting. This is an AD&D-style campaign that features 7 character races, 11 character classes, 5 character attributes, over 100 types of monsters, 79 spells, 25 eerie dungeons laden with treasure, 6 detailed townships, a sprawling wilderness, variable melee strategies, and a convenient mage who is more than happy to offer useful clues.

C64 - \$30.00

IBM - \$50.00

AMIGA - \$46.00

## BARD'S TALE 3 THIEF OF FATE

EA

An ominous darkness shrouds the city, and our once-haughty adventurers are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the inevitable horrors that will follow - except, of course, to beg the heroes to boldly search for the demesne of their nemesis, enter 87 terrifying dungeon levels, travel thru 7 dimensions & beat the crap out of every dark entity they meet. With new spells, 13 character classes & over 500 monsters.

C64 - \$30.00

IBM - \$50.00

## FIRE KING

SSG  
A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks & crannies for treasure and evil foes. Features arcade-style action with 3-D graphics. Players meander around the Fire King's realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts. C64 - \$37.00 IBM - \$45.00

**KING'S QUEST #1 - QUEST FOR THE CROWN** OZI  
Not just a glorified AD&D style slugfest in an endless maze of dungeons - this is a fantasy adventure in the grandiose vein of a classic mythical extravaganza! A lone hero partakes in a wide variety of tasks and challenges - from violent encounters with savage beasts, to solving labyrinthine puzzles. The program has a depth that is rare for this genre: icons interact, combat has a role secondary to the story, and each situation has multiple solutions thus promoting several replays. IBM - \$50.00 AMIGA - \$50.00

**KING'S QUEST #2 - ROMANCING THE THRONE** OZI  
Our fearless hero from the first game has been promoted into the King's court - and as a consequence when the princess is abducted by some vengeful fiend it's up to him to rescue her. OK, so the theme isn't awfully original, but let's face it folks - pulp fantasy never is very sophisticated. However, this multi-dimensional adventure is a worthy successor to its parent program. Highlights include a tour of a Vampire's demesne, a polite conversation with Neptune, and a protracted search for three magical keys. The saga continues. IBM - \$70.00 AMIGA - \$70.00

**KING'S QUEST #3 TO HEIR IS HUMAN** EA  
Just as King's Quest #2 was an improvement over #1, this third installment features even better graphics with amusing sound effects. The major theme of this adventure is the search for the character's real identity. Our hero will be involved in an unexpected sojourn with slavers, a swashbuckling tour of the sea on a privateer's raider, and learning how to win friends & influence people with mighty magics. Quite humorous in parts. IBM - \$70.00 AMIGA - \$70.00

**KING'S QUEST #4 THE PERILS OF ROSELLA** EA  
The final game in this series boasts superior graphics and sound-effects - the basic premise of the plot is thus: the royal family is poised to suffer some evil-induced doom - unless a loyal hero-type can successfully return from a blood-curdling, gut-wrenching & ball-shriveling quest into the more nefarious realms of the world. Not one, but many adventures will have to be undertaken to remove the curse (and some important discoveries can only be initiated at night). The dangers are many, and mistakes are dealt with harshly, but the rewards are more valuable than gold! With a 10 minute animated intro. IBM - \$70.00 AMIGA - \$70.00

**KING'S QUEST #5** EA  
ABSENCE MAKES THE HEART GO YONDER! EA  
King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect), with a magnificent orchestrated soundtrack, realistic sound effects and mouse-activated icons. IBM - \$90.00

**QUESTRON II** SSI  
The Great Book of Evil Magic (the peasants like to call it that when they huddle fearfully around tavern hearths) is the cause of much vexation. A renown hero is thus sent back in time to exterminate the six mad sorcerors responsible for the creation of the dark tome (the hero should have listened to his mother's advice, and become a doctor). This epic quest will take our intrepid adventurer into crowded townships, labyrinthine dungeons, and through a sprawling wilderness. Features countless NPC characters, the obligatory menagerie of fierce monsters, and a veritable hoard of magic items. C64 - \$35.00 IBM - \$50.00 AMIGA - \$46.00

**ULTIMA III EXODUS** ORI  
Savage Orc raiding parties are plunged like knives deep into the civilised empire, and with each stroke the blood of murdered folk stains the scorched earth. A force raw with evil intent grows ever stronger, its thirst for death never slaked by the continuous violence that it's presence promotes. This monstrous entity seems to be the product of the long dead wizard-king and his cruel daughter (see Ultima Trilogy) - an elaborate revenge that will surely devour the land unless it is defeated. AMIGA - \$60.00

**ULTIMA IV QUEST OF THE AVATAR** ORI  
Although the dark entities of the Evil Triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as daemons, dragons & undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unhygienic promises, while the very heart of the land is being slowly stricken by greed & vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against the ultimate opponent - The Self - awaits! C64 - \$80.00 IBM - \$80.00 AMIGA - \$80.00

**ULTIMA V WARRIORS OF DESTINY** ORI  
Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous trek thru the underworld. Players must brave the vile denizens of a huge subterranean world, and then survive the treacherous plots of a desperate dictator

when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, dungeons, etc, to explore. C64 - \$80.00 IBM - \$80.00 AMIGA - \$80.00

**ULTIMA VI THE FALSE PROPHET** ORI  
Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc thru the chill air, and the gory refuse of the victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced. IBM - \$85.00

**WARLORDS** SSG  
1 to 8 players can participate in this large strategic fantasy campaign. Set in the mediaeval-fantasy world of Illuria - a fragile peace treaty has expired and, after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics include diplomatic ventures, economic restraints, development (production) of military assets, and exploration (for artifacts). With 80 cities, 10 terrain types, 16 troop types, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve!" advises a blurb on the box, which well sums up the friendly atmosphere. IBM - \$60.00 AMIGA - \$60.00

## DUNGEONS & DRAGONS

**CHAMPIONS OF KRYNN Vol. 1** SSI  
As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character & complexity to POOL OF RADIANCE. A party of grizzled-veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn. C64 - \$50.00 IBM - \$50.00 AMIGA - \$55.00

**CURSE OF THE AZURE BONDS** SSI  
Sequel to POOL OF RADIANCE. The most populous and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (Rangers & Paladins), many new spells, and an array of fearsome beasts and dangerous lairs. C64 - \$30.00 IBM - \$50.00 AMIGA - \$50.00

**DRAGONS OF FLAME** SSI  
"Dragons of Flame explodes with action!" the blurb in SSI's catalogue promises - I have this disquieting image of some poor kid slumped before his or her computer terminal, their blasted and still smoldering entrails strewn in a pulpy jumble before the shattered screen. This graphic adventure sends the Dragonlance heroes on a quest to rescue slaves from the vile Draconian fortress of Pax Tharkas. Ten characters are available for this daunting task (each with specific skills), although only one of them can be played at a time. Features arcade-style action that relies on clear-thinking and reflexes. C64 - \$40.00 IBM - \$50.00

**DRAGON STRIKE** SSI  
It had to happen one day... this is an AD&D@® flight simulator that allows players to ride the mighty dragons of Krynn into combat. Partake in a frenzied battle for air superiority between the self-righteous Solamnic Knights and the ultra-vile Dragonarmy's reptilian pilots. Opponents include enemy dragons, ships, castles, flying citadels, and a host of other aerial critters! Combatants have at their disposal an array of potent weapons - including the not-so-ubiquitous Dragonlance, a variety of magical artifacts gained during play, as well as fiery Dragon-breath, and that classic old standby - great reptilian maws crowded with vicious fangs. The mechanics include altitude & endurance, while the cute graphics allow the player to enjoy a giddy view from atop a Dragon's back. IBM - \$60.00

**EYE OF THE BEHOLDER** SSI  
Welcome to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and colour, perfumed by spices and herbs from around the world. Beneath these ever-busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep. IBM - \$65.00

**HEROES OF THE LANCE** SSI  
Based on the popular Dragonlance saga. Players partake in a quest into the evil-infested temple ruins of Xak Tsaroth, searching for the Disks of Mishakai. Features 8 individually skilled & equipped characters, plus fully animated arcade-style action with colourful graphics. This is everyone's chance to ignore the Draconians and beat the living crap out of every obnoxious Gully Dwarf that they can lay their swords on! C64 - \$30.00 AMIGA - \$46.00

**POOL OF RADIANCE** SSI  
The Forgotten Realms is a land of adventure and horror, for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a

heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of classic AD&D character-classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons. C64 - \$35.00 IBM - \$50.00 AMIGA - \$70.00

**SECRET OF THE SILVER BLADES** SSI  
Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse... A mine shaft was sunk into uncharted ground, unwittingly it penetrated an ancient vault. From within the musty depths of this cursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine region becomes infested. This is a high-level Forgotten Realms adventure. With new spells, monsters, etc. Note: IBM version requires hard disk or two floppies. C64 - \$35.00 IBM - \$50.00

**WAR OF THE LANCE** SSI  
Huge fantasy armies collide in a desperate campaign that will ultimately decide the fate of a continent. The noble forces of Whitestone face the Highlord's Dragonarmies. Stoic formations of knights, Elven archers, Dwarven engineers et al, face legions of evil Draconians and even more fell beasts. The game mechanics include diplomatic interaction between racial factions, strategic & tactical screens for maneuver and combat respectively, and valiant Hero Quests (arduous treks for mighty artifacts and the like). For one or two players. C64 - \$35.00 IBM - \$50.00

## MISCELLANEOUS TITLES

**SIMCITY** MAX  
Admittedly I wasn't too enthused with the idea of a city construction simulator. However, this is a surprisingly engrossing game! The player can use one of six actual cities, or build one from scratch. Within this sprawling metropolis one must fight crime, struggle with unemployment, curb pollution, control budgets, decide on taxes, direct transport and much more. The city has to be very carefully developed, with new roads, industries, shopping centers, parks, housing, stadiums, seaports and airports needed to keep the populace both contented and busy (or else they'll leave!). But disasters such as earthquakes and rampaging dinosaurs(!) can ruin the cityscape in an instant, and a rapid response to these emergencies is vital. Features very impressive graphics. C64 - \$60.00 IBM - \$85.00 AMIGA - \$85.00

**SIMCITY TERRAIN EDITOR** MAX  
Allows greater control over the physical aspects of a given city. Rivers can be choked with landfill, and thus developed for industry or housing. Forests can be generated to combat pollution, whilst entire mountain ranges can be leveled in an instant. Also includes a program for shipping routes, and more scenarios. Very highly recommended! IBM - \$35.00 AMIGA - \$35.00

**SIMCITY ALTERNATIVE ARCHITECTURE #1** MAX  
Contains three complete new settings for Simcity enthusiasts. Ancient Asia: Beginning with small villages housing farmers and craftsmen, an empire of commerce and culture must be developed. Disasters include typhoons, tsunamis & dragons! Medieval Times: Rural villages become legendary kingdoms ruled by nobility. Features jousting tournaments, exploring the unknown in great ships, plagues, dragons, witches, etc. Wild West: Build a community from an influx of farmers, miners & ranchers. Battle gunslingers, range fires, twisters, balloon crashes, poisoned water, and a giant buzzard (?). IBM - \$60.00 AMIGA - TBA

**SIMCITY ALTERNATIVE ARCHITECTURE #2** MAX  
Another three new sci-fi flavored settings for Simcity. Future USA: Suburban communities are converted into hitech manufacturing centers. Includes cold fusion plants, hovercraft, spaceports, nuclear meltdowns, natural disasters, etc. Future Europe: Build a metropolis under the guidance of the EEC and the Green Party, but beware of bio-contamination! Moon Colony: Exploration & research colonies grow into mining complexes or low gravity manufacturing centers. Hazards include oxygen shortages, alien invasions, meteor showers, extra-terrestrial viruses & creeping acidic moon-mold! IBM - \$60.00 AMIGA - TBA

**SIMEARTH** MAX  
A grandiose program that begins with the birth of a planet and finishes when the world dies 10 billion years later. The player assumes the role of creator, carefully nurturing a habitable environment, then introducing the first tentative links of life, and developing these microbes through the evolutionary chain until they reach the apex of a space-age civilization reaching for the stars. Features a Mars/Venus terraforming variant. The mechanics are very detailed, and include such things as atmosphere, biosphere, geosphere, technology, disasters, continental drift, evolution, alternate civilized life-forms, global warming, war, pollution, and much more! IBM - \$110.00

**IBM GAMES**  
All programs require COLOUR CARD to function. Some IBM titles are not readily available for 3.5" disks - however we can provide them if you don't mind waiting for the conversion.

# MINIATURES RULES

## ANCIENT RULES - WRG

### ANCIENT RULES

### HISTORIC

The 7th Ed. Wargames Research Group's 3000BC - 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a soft-cover 56-page book, plus reference cards. The rules include historic background details, field engineering of the era, fortifications, unusual 'terror' weapons, and basic stratagems. One of the best set of table-top ancient rules available. \$15.00

## BATTLESYSTEM

### BATTLESYSTEM

### FANTASY

A moderate-complexity system covering large-scale battles between fantasy units - features comprehensive mechanics for powerful magic, mighty heroes, fearsome monsters, and more. The rules utilise 25mm scale miniatures - with the emphasis on *Ral Partha*'s excellent range. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a whole formation. This product is a 128 page softcover book with high-quality glossy paper and many colour photographs. **AD&D** Player-characters and their adversaries can be converted into major heroes or villains for any of the **Battlesystem** scenarios. Includes basic, intermediate, and advanced rules. \$35.00

### I14: SWORDS OF THE IRON LEGION

An **AD&D/Battlesystem** module containing 8 large encounters & 3 smaller skirmishes. 64 pages, plus maps. \$15.00

### DL14: DRAGONS OF TRIUMPH

Mainly an **AD&D** module - but a large part of it is devoted to a very big **Battlesystem** scenario. \$22.00

## BLADESTORM

### BLADESTORM

### FANTASY

Skirmish-style system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour guide, two large colour maps & dice. Due? \$55.00

## CHALLENGER II

### CHALLENGER II

### MODERN

Covers battlegroup level engagements from 1950 thru to the 1990's. Each 1/285th scale miniature in the game represents one vehicle or weapon system. The 66 page rulebook includes two card reference-charts, one clear plastic 'beaten zone' template and 170 markers. The immense popularity of this product is due to its very comprehensive detail and excellent tactical integration of the combined-arms doctrine. Includes mechanics for the command network, communication, multi-role artillery ammunition, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$14.00

### MODERN EQUIPMENT HANDBOOK

A 92 page guide to equipment specifications & points values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery, and helicopters from 49 countries! \$14.00

### DIGEST #3

Features a comprehensive international catalogue of engineering vehicles (with unit compositions), plus two European scenarios, variant close assault mechanics (for faster combat resolution), equipment data updates, and a global Army listing update (which includes the Australians). 68 pages. \$14.00

### DIGEST #4

Ultra modern army lists Volume 1. This 77 page book details Battlegroup unit compositions of the major and neutral forces on the central European front. Essential data for gamers who organise forces on realistic parameters. \$14.00

## DIGEST 5

Features comprehensive tables of organisation for the Middle East, Africa, the Far East, Latin America, and superpower Intervention Forces. Includes a brief listing of 'hot spot' forces from Central America. 77 pages. \$14.00

## COMMAND DECISION

**COMMAND DECISION 2nd Ed. WORLD WAR TWO**  
Tactical World War II rules for combined-arms combat. This boxed set contains a 32 page rulebook (with basic and advanced mechanics), a 16 page vehicle-weapon data book (for the US, Germany, Italy, Russia & England), a 28 page divisional unit organization book, a 12 page campaign book with 6 scenarios, a 4 page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285th, 15mm and HO scale models. Illustrated with photographs. The second edition version includes the *Bastogne* (48 pages with 16 scenarios) and *Barbarossa* (64 pages) campaign modules. \$40.00

### ARMIES OF WORLD WAR 2

A **Command Decision** supplement that features comprehensive orders of battle, and equipment performance charts for the early (1939-'40) European-campaign nationalities such as France and Poland - plus the Pacific theater (with Japan, China, the USMC, et al). 96 pages. Due? \$25.00

### COMBINED ARMS

### MODERN

Uses the **Command Decision** system for WWIII HO or 1/285th scale air-land wargaming. Sophisticated electronics have accelerated the pace of combat, while high-tech munitions have greatly enhanced the severity of destruction. The rules stress command-control, and the mechanics have been designed so that players must balance unit integrity and rapid tactical maneuvers, or suffer sudden attrition. Includes mechanics for air power, NBC warfare & combat engineering, plus complete gun charts, and current vehicle/organisational lists for 12 countries. 152-pages. \$25.00

### THE SOUTH ATLANTIC WAR

An in-depth study of the Falklands war, with historical orders of battle, maps, and comprehensive background. Includes scenarios for **Harpoon** & **Combined Arms**. Due? \$25.00

### OVER THE TOP

### WORLD WAR ONE

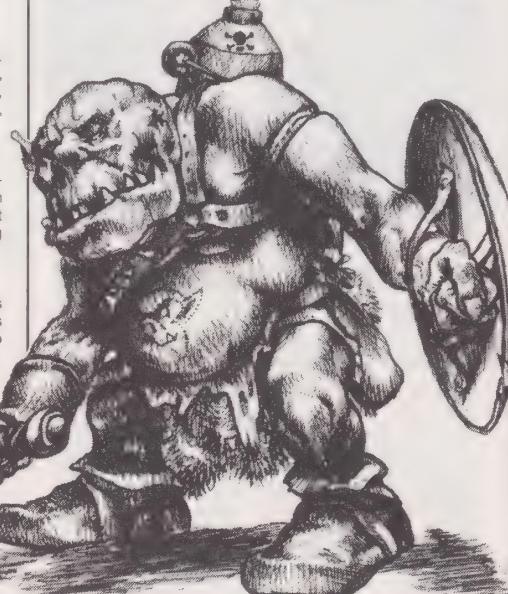
Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature gas attacks, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two savage campaigns, and complete national orders of battle. \$25.00

## FANTASY WARRIORS

### FANTASY WARRIORS

### FANTASY

Grenadier's incursion into the popular realm of fantasy tabletop wargaming is a rather pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the details necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, etc. There are also 150 laminated markers, 5 dice, a ruler, and 102 plastic miniatures (an even mix of Dwarves & Orcs). Boxed. \$80.00



## FIREFLY

### FIREFLY

### WORLD WAR TWO

World War II tactical Battlegroup actions using 1/300th or 1/200th scale miniatures - the mechanics are based on the exceptional system pioneered by **CHALLENGER II**. The rules are quite comprehensive, and thus require the combatants to carefully employ a combined-arms strategy - or suffer the ignominy of a crushing defeat! The rulebook is 100 pages in length, and includes a selection of game markers, an A4 sized reference chart, and a transparent artillery 'beaten zone' template. Detailed source material is provided with a very large technical list of vehicles & aircraft from 12 nations, plus Army lists for the world's major forces (featuring Brigade, Regiment, Division, Kampfgruppe & Corps sized formations). Moderate to high complexity - highly recommended! \$14.00

## HARPOON

### HARPOON

### MODERN

Naval wargame rules that pit individual ships and a deadly entourage of support weapons in fierce tactical combat. This boxed set features a 48-page rule book, the 144 page **Data Annex 1990-91** book (see below for details), a 16 page scenario book, two reference cards and 168 counters (if you don't feel like purchasing miniatures). The mechanics are very comprehensive, and thus allow for a realistic interpretation of contemporary or near-future water-borne conflicts. Incorporates devastating air power and sophisticated electronics with a huge variety of surface vessels and submarines. However, be warned that these rules require extensive book-keeping (damage allocation, ammunition expenditure, fuel, etc). \$50.00

### BATTLES OF THE 3RD WORLD WAR

Contains 14 scenarios depicting possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR collide headlong in a battle for Europe's vital supply-lines. With new **Harpoon** rules, 'secret' weapons, plus essays on maritime strategy. 48-pages. \$18.00

### SHIP FORMS

Provides detailed **Harpoon** record sheets for individual major vessels or common ship-classes in the NATO (12 entries) and USSR (13 entries) fleets. These stat-sheets feature all necessary game data. Includes 9 common aircraft types & 4 helicopters, plus a scenario-generation system - 56 pages. \$18.00

### SUB FORMS

Like **Ship Forms**, this 48 page supplement is designed to make playing **Harpoon** easier and faster. It features 38 ready-to-play and very detailed submarine data-sheets, representing vessels from seven countries. \$18.00

### ASW FORMS

This product contains comprehensive and up-to-date **Harpoon** data-sheets for 32 Anti-Submarine Warfare vessels and aircraft from around the globe, plus an ASW scenario-generation system. \$20.00

### DATA ANNEX 1990-91

The key to **Harpoon**'s popularity is its authoritative Data Annex - filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles, and electronics. This is a 144 page supplement that details the world's fleets, up to and including newly commissioned or near-future vessels and on-board systems. Also features new aircraft endurance rules. \$25.00

### THE SOUTH ATLANTIC WAR

Covers the Falkland's war, with scenarios for both **Harpoon** and **Combined Arms**. All the necessary information is provided - maps, OB's & ship status sheets. Due? \$25.00

### HARPOON - THE COMPUTER GAME

Excellent simulator of modern naval conflict, includes current vessels and weapon systems. An ideal medium with which to play scenarios solitaire. Available for the IBM and Amiga - refer to the computer section of the catalogue for more details.

## JOHNNY REB

### JOHNNY REB 2nd Ed.

### U.S. CIVIL WAR

One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental sized formations. Players can participate in massive Corps-level engagements, or smaller skirmishes if time is limited. This detailed production includes an 86-page rulebook (well illustrated with diagrams), an 11-page booklet of scenarios, two A3 quick-reference charts and 300 cardboard counters (representing leaders, infantry units, cavalry & artillery). **Johnny Reb** is certainly the most comprehensive yet playable set of Civil War rules available. \$50.00

### TO THE SOUND OF THE GUNS

A very detailed historic supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. \$18.00

## NAPOLEON'S BATTLES

### NAPOLEON'S BATTLES

Rules for large scale grand-tactical land warfare (1792-1815), preferably using 15mm miniatures. Features unique mechanics that stress Command-Control and constant player interaction. One figure represents 120 infantry or 80 cavalry, with 1 artillery base per battery - units are employed at regimental or brigade strength. Every turn equals 30 minutes, and one on-board inch is interpreted as 100 yards of real terrain. The boxed set includes an introduction to miniatures gaming (32 pages), a scenario book with 8 battles and a DYO section (48 pages), a rulebook with 3 complexity levels (36 pages), various reference cards & templates, and 186 counters. Game data is provided for over 350 historic unit types, with over 800 leaders rated for their abilities (or lack thereof!). By AH. \$55.00

### NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus some optional mechanics (including terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pages. \$28.00

## PANZERFAUST - ARMORED FIST

### PANZERFAUST

The second edition rules will feature extensive changes to the format & quality of the production, with many new mechanics plus an updated vehicle/weapon annex (but which will retain the 12 nationality 1934-45 Army listing). For 1/76th or 1/300th scale battles. Comprehensive detail, yet very playable. TBA

### FOR THE MOTHERLAND

A miniatures campaign supplement that recreates Operation Barbarossa in its grueling entirety - from the ferocious German blitzkrieg invasion against a stunned defense, to Russia's savage destruction of an exhausted & desperate Reich. TBA

## PHOENIX COMMAND

### PHOENIX COMMAND

The second edition version of this quick-playing and extremely realistic small-arms combat system. Any number of players can participate in exciting man-to-man melee-level scenarios of modern combat - from anti-terrorist raids by Special Forces, to post-holocaust encounters. Very highly recommended by reviewers. Includes basic, advanced & optional rules plus a character generation system and hard data on a comprehensive selection of contemporary weapon-systems (pistols, SLRs, LMGs, grenades, shotguns, etc). 90 pages. \$30.00

### HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page guide to futuristic weaponry (such as Sliver, Flechett & Laser munitions) and personal body armor (flex, power, etc.). Includes data on caseless ammo, mines, launchers et al. An ideal companion to the *Cyberpunk* genre games. \$18.00

### ADVANCED RULES

Includes mechanics for blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, optical scopes, and more! Plus RPG-related rules for skills, training & experience. More mayhem than you can poke a stick at! \$18.00

### HAND-TO-HAND COMBAT SYSTEM

No mucking-about here kids, straight into the real messy stuff! 47-pages of real 'hands-on' violence - from whips & swords to baseball bats & chainsaws! This product includes character generation, medicinal mechanics, etc. Real family fun! \$20.00

### WORLD WAR II WEAPON DATA SUPPLEMENT

Complete gaming data for over 80 small-arms (pistols, HMGs, SMGs, explosives, rocket launchers, et al) from Italy, France, Germany, Russia, America, Britain, and Japan. An ideal supplement for squad-level WW2 miniatures games. \$18.00

### WILD WEST WEAPON DATA SUPPLEMENT

Features 48 of the most popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic 'western-shootout' kinda stuff. Go Duke! \$15.00

### SPECIAL WEAPONS DATA SUPPLEMENT

Contains all the necessary rules & data for a wide variety of unusual weapons, like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers (plus other Special Forces gear) & garrotes. 32-pages of more family fun. \$18.00

### CIVILIAN WEAPON DATA SUPPLEMENT

Details weapons available (in the U.S.) for civilian use (ie: a McDonald's massacre!) or police operations. With details on 48 modern pistols, 24 bolt action rifles, 12 lever action rifles, 12 semi-auto rifles, 12 paramilitary rifles & 10 shotguns \$20.00

### ARTILLERY SYSTEM

For those who think that rifles don't make enough mess, or that combat shotguns are only messy at ranges too close to contemplate - here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! 72 pages of data on guns, rockets & mortars; including indirect fire, fire missions, FQs, air & ground bursts, defensive positions, etc. \$27.00

### MECHANISED COMBAT SYSTEM

I suppose the theory with this one is that if you can't hit the buggers, then run 'em down with a bloody great tank! TBA

## RULES ACCORDING TO RAL

### CHAOS WARS

These are fantasy wargaming rules specifically designed for use with the *Ral Partha* range of 25mm miniatures. The game mechanics are structured for ease of play, and are flexible enough for both two player skirmishes or large, multi-player mass confrontations. One figure represent one person or creature - but troops must fight in formation to be effective - except for leaders, heroes, wizards, and monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 blank character cards, and 5 special miniatures (with full game stats). Quite recommended - the rules allow for quick turn resolution without compromising its basic fantasy character. Plenty of magical combat and fierce monsters tearing everything they see limb from limb! \$27.00

## SPACE 1889

### SOLDIER'S COMPANION

An unusual, but effective, set of miniatures rules that meld science fiction imagery with the colonial adventurism of the Victorian era! Basically this is a good, solid set of 19th century colonial rules: however; the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyras, just to name a few. Also includes complete Army Lists for the major combatants of Earth, Mars, Venus and Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery. **SOLDIER'S COMPANION** is a 192 page book liberally illustrated with line drawings & photographs. \$27.00

### IRONCLADS AND ETHER FLYERS

Aggressive nations contest for domination of the world's oceans. With these detailed aeronaval combat rules players engage in games of military posturing & strategic positioning in the unstable period before the Great War. The fate of entire countries rests on the strength and leadership of their fleets - armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like, clash in furious battles of attrition. This 108 page book features extensive 'period' mechanics, a multitude of special weapons & weapon platforms, ship forms, 9 scenarios (including "Defense of Melbourne"), campaign rules, 6 campaign games, a ship design system, and comprehensive vessel lists for 29 nations. Fully compatible with **SOLDIER'S COMPANION**. Great! \$27.00

## SPACE MARINE

### SPACE MARINE

Set in the *Warhammer 40,000* universe, **Space Marine** is a game of infantry based combat in a brooding, gothic universe where a techno-religious Imperium fights an array of fantasyesque races and the dread spectre of Chaos! The ever expanding range of *Citadel* 1/300th scale miniatures used with these rules reflect a fusion of classic science-fiction elements and the tortured, draconian future that is **Space Marine**'s background. This boxed set includes a well-illustrated 64 page rulebook, 48 plastic vehicles, 320 plastic infantry (with 64 squad-sized bases), various hard-board templates & markers, 14 colour cardboard buildings, and several game aids. Although not a complex simulation - the richness of **Space Marine**'s theme setting, and the adaptation of standard 'pulp sci-fi' style weapons has produced a very entertaining game. Recommended. \$100.00



### CODEX TITANICUS

Expansion set for **Space Marine** - contains a 92 page rules supplement that provides details on advanced damage mechanics, close combat, Titan design and campaigns, plus game stats on a whole host of Imperial, Eldar and Ork Titans, AFVs and support weapons. Includes a number of sturdy reference sheets, charts, colour counters, and templates. \$54.00

## STAR WARS

### STAR WARS MINIATURES BATTLES

SCI FI

A softcover book detailing tactical man-to-man combat in the Star Wars universe. The rules should be of low to moderate complexity, and will include sections on robots, aliens, artillery, vehicles, the Force, etc. I expect it to be abundantly illustrated with photographs and diagrams. Due March \$35.00

## WARHAMMER FANTASY BATTLES

### WARHAMMER FANTASY BATTLES

FANTASY

Third edition 278 page hardcover book. These are the most popular fantasy wargames rules available. The mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, heroes, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types and much, much more! Wonderfully illustrated throughout, this book contains a wealth of background material on the *Warhammer* universe. Units are allocated to specific regiments, with morale & combat efficiency being directly tied to the whole formation - heroes, magic users, fearsome beasties, special weapons, and other such elements are used as potent auxiliaries. Includes a sample scenario, plus 24 pgs of perforated player-aids & game charts. \$70.00

### WARHAMMER SIEGE

A 140 page hardbound book. Features rules concerned with fortress assaults and castle defense. This is a comprehensive supplement for both *Warhammer 40000* and *Warhammer Fantasy Battles*. The mechanics cover everything from citadel construction & structural strength to details on an array of siege machines, army supplies, tactical magic and flying critters. With many illustrations, colour photographs, templates, 690 game markers, and several scenarios. \$60.00

### REALM OF CHAOS VOL. 1

Also for use with *Warhammer 40000*, this hardcover book has new rules for dark magic, Daemonic weapons & Chaos attributes! Plus lots of information on Chaotic organisations, evil cults and Army Lists. "For Mature Gamers" says the blurb on the box, no doubt this helps boost their sales to the younger players! 282 pages of gothic-horror splatter frenzy. TBA

### REALM OF CHAOS VOL. 2

At last! After several years of waiting, this tome of gut-wrenching, spine-quivering & ball-shrivelling terror has been released! Unfortunately all stock (at the time of writing) has been sold out, and as a consequence I can't offer you ghouls a detailed analysis of its gore-splattered contents - other than to state that it's a hardback book containing information on gruesome cults, obscene beasties and violent powers. \$70.00

### WARHAMMER ARMIES

This 162 page hardback book presents a huge array of complete army lists (with revised army-record sheets) for everything from Dark Elves and Pygmies, to mercenaries and goblins. Also features supplementary rules for combat, special troops, magic, magic items, and more monsters. All troop-types are illustrated, and hundreds of shield & banner designs are included for gung-ho figure painters. \$60.00

### TOWNSCAPE

This is a folder containing 39 full-colour cardstock 25mm buildings (everything from houses & inns to towers). These constructions are easy to assemble (all you need are scissors & paper-glue), and feature illustrated instructions. \$50.00

## WARHAMMER 40,000

### WARHAMMER 40K

SCIENCE FICTION

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of the weapons, armour, and fighting vehicles of this gothic future. Extensive background information to the galaxy is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 extensively illustrated pages, plus perforated unit-briefs, templates and record sheets. Designed for use with *Citadel* miniatures. \$50.00

### WARHAMMER 40,000 COMPENDIUM

A 198 page softcover book that includes rules for medics, craters, bikes, predators, dreadnoughts, Robots, and other such related miscellany. There are also extensive painting-guides for *Citadel*'s superb range of miniatures, and other articles of interest for the complete WH40K enthusiast. \$50.00

### WAAARGH - ORKS!

A comprehensive Orc sourcepack - 104 hole-punched pages in a loose dust cover. Features all you ever wanted to know about this obnoxious, brutish race - as well as those things you didn't want to know! Experience the culture, however rude and filthy, of the infamous Mad Boyz and their brethren. Covers Orc history, society, castes, infamous clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, painting guides, and more. \$50.00

# MINIATURES

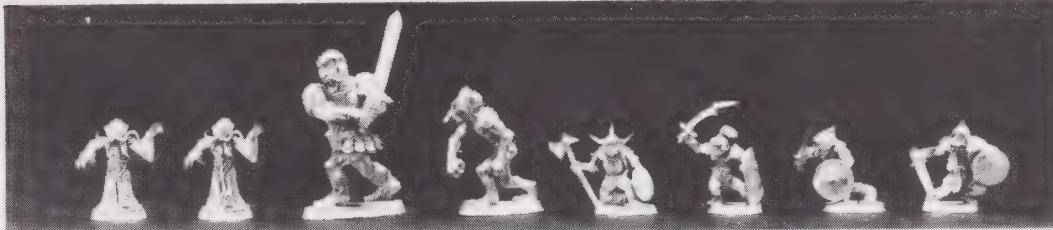
## RAL PARTHA

RAL PARTHA is an American company with a long history of quality. Having already established itself as the premier BATTLETECH manufacturer, Ral Partha is now producing a superb collection of AD&D characters and monsters in traditional 25mm scale - the best we have seen yet! When ordering, please include stock title and numerical code. Although restocks of Ral Partha miniatures are frequent it is recommended that second choices are included.

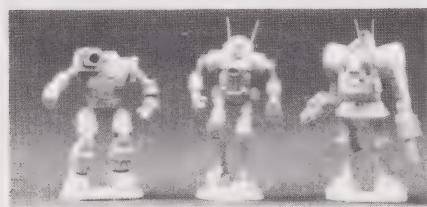
## BATTLETECH

### BLISTER PACKS

each with one 1/300 <sup>th</sup> scale metal miniature.
<b>RAL800 Four BATTLETECH Hex Bases</b> \$7.50
RAL20801- THG-IIE Thug (due April) \$12.00
<b>RAL20802- MON-66 Mongoose</b> (due May) \$6.50
RAL20803- HOP-4C Hoplite (due May) \$9.00
<b>RAL20806 Hunter: 2 Missile Tanks</b> \$9.00
RAL20807 Striker: 2 Armored Cars \$9.00
<b>RAL20808 Pegasus: 2 Lt. Hover Tanks</b> \$9.00
RAL20816 Vedette Tank (2) \$12.00
<b>RAL20817 Condor 50 Ton Hover Tank (2)</b> \$11.00
RAL20818 Drillson 50 Ton Hover Tank (2) \$11.00



<b>RAL20819 Maxim: 50-Ton Hover Transport (2)</b> \$11.00
<b>RAL20821- Clan Elemental Infantry (30 - due April)</b> \$13.00
<b>RAL20822 Demolisher: Super Heavy Tank</b> \$12.00
RAL20823 Kurita Infantry (84 pieces) \$18.00
<b>RAL20824 Davion Infantry</b> (84 pieces) \$18.00
RAL20825 Bulldog: 60-Ton Tank (2) \$12.00
<b>RAL20826 Pike: 60-Ton Support Vehicle (2)</b> \$12.00
RAL20827 Otonos: 95-Ton Tank (2) \$12.00
<b>RAL20828 Savannah Master Hovercraft (4)</b> \$8.00
RAL20829 Hetzer Wheeled Assault Gun (2) \$9.00
<b>RAL20830 VNL-K65N Luckner Hvy Tank (2)</b> \$12.00
RAL20831 STG-3R Stinger \$6.00
<b>RAL20832 WSP-1A Wasp</b> \$6.00
RAL20833 PXH-1 Phoenix Hawk \$8.00
<b>RAL20834 CRD-3R Crusader</b> \$10.00
RAL20835 GRF-1N Griffin \$8.00
<b>RAL20836 SHD-2H Shadow Hawk</b> \$9.00
RAL20837 WVR-6R Wolverine \$9.00
<b>RAL20838 BLR-1G Battlemaster</b> \$11.00
RAL20839 TDR-5S Thunderbolt \$8.50
<b>RAL20840 WHM-6R Warhammer</b> \$10.00
RAL20841 RFL-3N Rifleman \$10.00



20-854 20-855 20-856

<b>RAL20842 ARC-3R Archer</b> \$9.00
RAL20843 MAD-3R Marauder \$13.00
<b>RAL20844 LCT-1V Locust</b> \$8.00
RAL20845 AS-7D Atlas \$13.00
<b>RAL20846 GOL-1H Goliath</b> \$10.00
RAL20847 AWS-8Q Awesome \$10.00
<b>RAL20848 ON1-K Orion</b> \$10.00
RAL20849 CN9-A Centurion \$8.00
<b>RAL20850 FS9-H Firestarter</b> \$8.00
RAL20851 VLK-QA Valkyrie \$8.00
<b>RAL20852 CPLT-C1 Catapult</b> \$10.00
RAL20853 PNT-9R Panther \$8.00
<b>RAL20854 HBK-4G Hunchback</b> \$9.00
RAL20855 OLT-4D Ostsol \$10.00
<b>RAL20856 ZEU-6S Zeus</b> \$12.00
RAL20857 UM-R6 Urbanmech \$6.00
<b>RAL20858 CDA-2A Cicada</b> \$8.00
RAL20859 SCP-1N Scorpion \$10.00
<b>RAL20860 VTR-9B Victor</b> \$12.00
RAL20861 JM6-S Jagermech \$10.00
<b>RAL20862 STK-3F Stalker</b> \$10.00
RAL20863 CP10-Z Cyclops \$13.00

<b>RAL20864 HCT-3F Hatchetman</b> \$8.00
RAL20865 COM-2D Commando \$7.00
<b>RAL20866 JYN-1ON Javelin</b> \$7.00
RAL20867 ENT-4R Enforcer \$8.00
<b>RAL20868 DRG-1N Dragon</b> \$10.00
RAL20869 JR7-D Jenner \$7.00
<b>RAL20870 WTH-1 Whitworth</b> \$8.00
RAL20871 VND-1 Vindicator \$8.00
<b>RAL20872 QKD-4G Quickdraw</b> \$10.50
RAL20873 SDR-5V Spider \$7.00
<b>RAL20874 OTT-7J Ostscout</b> \$7.00
RAL20875 ASN-21 Assassin \$8.00
<b>RAL20876 DV-6M Dervish</b> \$8.00
RAL20877 OSR-2C Ostrom \$10.00
<b>RAL20878 STG-AS Stinger LAM</b> \$8.00
RAL20879 CLNT-2-3T Clint \$8.00
<b>RAL20880 BJ-1 Blackjack</b> \$8.00
RAL20881 CGR-1A1 Charger \$12.00
<b>RAL20882 BNC-3E (BNC-S) Banshee</b> \$12.00
RAL20883 WSP-105 Wasp LAM \$8.00
<b>RAL20884 PHX-HK2 Phoenix Hawk LAM</b> \$10.00
RAL20885 HER-2S Hermes Mk. 2 \$8.00
<b>RAL20886 VL2T Vulcan</b> \$8.00
RAL20887 TBT-5N Trebuchet \$8.00
<b>RAL20888 GHR-5R Grasshopper</b> \$10.00
RAL20889 LGB-0W Longbow \$10.00
<b>RAL20890 HNT-151 Hornet</b> \$6.00
RAL20891 WLF-1 Wolf Hound \$10.00
<b>RAL20892 SHG-2E Shogun</b> \$9.00
RAL20893 MAD-4A Marauder \$10.00
<b>RAL20894 FFL-4A Firefly</b> \$10.00
RAL20895 EXT-4D Exterminator \$10.00
<b>RAL20942 Liao Death Commando</b> \$3.00
RAL20943 Liao Aerospace Pilot \$3.00
<b>RAL20950 Clan Elemental</b> (due May) \$6.50
RAL20960 Marick 'Mechwarriors \$8.00
<b>RAL20961 Marick Ground Troopers</b> \$8.00
RAL20962 Marick Security Guard \$3.00
<b>RAL20963 Marick Dropship Crewman</b> \$3.00
RAL20980 Davion 'Mechwarriors \$8.00
<b>RAL20981 Davion Ground Troopers</b> \$8.00
RAL20982 Davion Aerospace Fighter Pilot \$3.00
<b>RAL20983 Davion Jumpship Crewman</b> \$3.00

### MISCELLANEOUS

<b>RAL740 Autumn Colours Paint Set</b> (6 Acrylics)	\$17.00
<b>RAL741 Summer Colours Paint Set</b> (6 Acrylics)	\$17.00
<b>RAL77728 Brush Kit (3)</b>	\$18.00
<b>FAS1632 Camo Specs (Regimental Painting Guide)</b>	\$10.00

## DUNGEONS & DRAGONS

### MONSTERS

Blister Packs - some miniatures require assembly.
<b>RAL11401 Beholder on stand</b> \$8.00
<b>RAL11402 Couatl</b> \$7.50
<b>RAL11403 Stone Giant with stone axe</b> \$12.00
<b>RAL11404 Umber Hulk</b> \$11.00
<b>RAL11405 Ogre Mage with sword/dagger/victim</b> \$10.00
<b>RAL11406 Mind Flayer</b> \$3.50

From left to right:  
**11406 Mind Flayer**  
**11407 Fire Giant**  
**11408 Troll**  
**11409 Orcs**

### AEROSPACE FIGHTERS

Blister Packs: one aircraft per pack (plus stand)
<b>RAL20701 Sparrowhawk SPR-H5</b> \$8.00
RAL20702 Corsair CSR-V12 \$8.50
<b>RAL20703 Stuka STU-K5</b> \$11.00
RAL20711 Samurai SL-25 \$8.00
<b>RAL20711 Sholagar SL-21</b> \$7.50
RAL20712 Shilone SL-17 \$10.00
<b>RAL20713 Slayer SL-15</b> \$11.00
RAL20720 Thrush TR-7 \$7.00
<b>RAL20721 Transit TR-10</b> \$8.00
RAL20722 Transgressor TR-13 \$10.00
<b>RAL20799 Flight Bases (6)</b> \$9.00

### BOXED SETS

Each contains four 'Mechs from the general range.

<b>RAL10801 Recon Lance</b> \$27.00
(Phoenix Hawk, Stinger & two Locusts)
<b>RAL10802 Light Lance</b> \$27.00
(Wasp, Griffin, Phoenix Hawk, Stinger)
<b>RAL10803 Medium Lance</b> \$27.00
(Wolverine, Crusader, Shadow Hawk & Stinger)
<b>RAL10804 Fire Lance</b> \$30.00
(Phoenix Hawk, Rifleman & two Archers)
<b>RAL10805 Heavy Lance</b> \$30.00
(Riflemen, Thunderbolt, Crusader & Griffin)
<b>RAL10806 Assault Lance</b> \$40.00
(Battlemaster, Marauder & two Warhammers)
<b>RAL10807 Command Lance</b> \$39.00
(Zeus, Oscut, Cyclops & Atlas)
<b>RAL10808 Pursuit Lance</b> \$30.00
(Jenner, Vulcan & Two Commandos)
<b>RAL10842 Heavy Omni Mechs</b> (due ?) \$38.00
(Loki, Vulture, Macdat & Thor)
<b>RAL10850 Kurita Battletroops</b> \$45.00
(Machine Gun Platoon with 28 25mm miniatures)
<b>RAL10851 Steiner Battletroops</b> \$45.00
(Laser Platoon with 28 25mm miniatures)

### MECHWARRIOR PERSONNEL

Blister Packs: with one-three 25mm scale figures.
<b>RAL20900 Steiner Mechwarriors</b> \$8.00
RAL20901 Steiner Ground Troops \$8.00
<b>RAL20902 Steiner Aerospace Pilot</b> \$3.00
RAL20903 Steiner Security Guard \$3.00
<b>RAL20920 Kurita Mechwarriors</b> \$8.00
RAL20921 Kurita Ground Troops \$8.00
<b>RAL20922 Kurita DSA Special Forces</b> \$3.00
RAL20923 Kurita 'Mechtech' \$3.00
<b>RAL20940 Liao 'Mechwarriors</b> \$8.00
RAL20941 Liao Troopers \$8.00



**RAL11007 Elf Magic Users**

## CHARACTERS

**Blister Packs:** each contains 1 Male & 1 Female adventurer.

<b>RAL11001</b>	<b>Fighters</b>	<b>\$7.50</b>
<b>RAL11002</b>	<b>Clerics</b>	<b>\$7.50</b>
<b>RAL11003</b>	<b>Magic Users</b>	<b>\$7.50</b>
<b>RAL11004</b>	<b>Rangers</b>	<b>\$7.50</b>
<b>RAL11005</b>	<b>Thieves</b>	<b>\$7.50</b>
<b>RAL11006</b>	Dwarven Fighters	\$7.50
<b>RAL11007</b>	Elven Magic-Users	\$7.50
<b>RAL11008</b>	Gnomish Thieves	\$7.50
<b>RAL11009</b>	Adventuring Mages	\$7.50
<b>RAL11010</b>	Paladins	\$7.50
<b>RAL11011</b>	Half-Elf Rangers	\$7.50
<b>RAL11012</b>	Halfling Fighter Thieves	\$7.50

<b>RAL01105</b>	Three-Headed Troll	<b>\$10.00</b>
<b>RAL01106</b>	Half Elven Personalities (4)	<b>\$12.00</b>
<b>RAL01109</b>	Cloud Giant with club	<b>\$16.00</b>
<b>RAL01112</b>	Mounted Paladin in plate	<b>\$11.00</b>
<b>RAL01114</b>	Thieves (4)	<b>\$12.00</b>
<b>RAL01124</b>	Warriors of Chaos (4)	<b>\$12.00</b>
<b>RAL01125</b>	Mounted Champion of Chaos with axe	<b>\$11.00</b>
<b>RAL01126</b>	Mounted Lord of Chaos with sword	<b>\$12.00</b>
<b>RAL01128</b>	Brigand's Treasure Caravan (2 Horses, 2 Camels & 2 Guards)	<b>\$17.00</b>
<b>RAL01129</b>	Celestial Dragon	<b>\$18.00</b>
<b>RAL01130</b>	Guardian Knights (2)	<b>\$7.00</b>
<b>RAL01131</b>	Lawfull Brothers of Eagleborne	<b>\$7.00</b>
<b>RAL01132</b>	The Chaotic Ones (2 Warriors)	<b>\$7.00</b>

<b>RAL01329</b>	Elf Fighter-Mage with sword	<b>\$11.00</b>
<b>RAL01330</b>	Fighter with axe & shield	<b>\$9.50</b>
<b>RAL01331</b>	Illusionist with wand	<b>\$9.50</b>
<b>RAL01332</b>	Female Fighter with sword & shield	<b>\$9.50</b>
<b>RAL01333</b>	Wizard with staff & pointy hat	<b>\$9.50</b>
<b>RAL01334</b>	Gnome Illusionist with wand	<b>\$9.50</b>
<b>RAL01335</b>	Anti-Hero with sword & shield	<b>\$9.50</b>
<b>RAL01336</b>	Ninja with katana	<b>\$9.50</b>
<b>RAL01337</b>	Female Magic User with wand	<b>\$11.00</b>
<b>RAL01338</b>	Evil Shaman with wand	<b>\$9.50</b>
<b>RAL01339</b>	Drow Elf with sword & shield	<b>\$9.50</b>

Please use **Second Choices** when ordering!



## RAL10550

Heroes of the Forgotten Realms  
(Boxed Set)

## BOXED SETS

### DRAGONLANCE:

<b>RAL10500</b>	<b>Red Dragon of Krynn with rider &amp; lance</b>	<b>\$35.00</b>
<b>RAL10501</b>	The Draconians (10)	\$30.00
<b>RAL10502</b>	Heroes of the Lance (10)	<b>\$25.00</b>
<b>RAL10503</b>	Huma's Silver Dragon	\$35.00
<b>RAL10504</b>	The Villains of Krynn (8 PCs + Dragn due ?)	<b>\$25.00</b>

### FORGOTTEN REALMS:

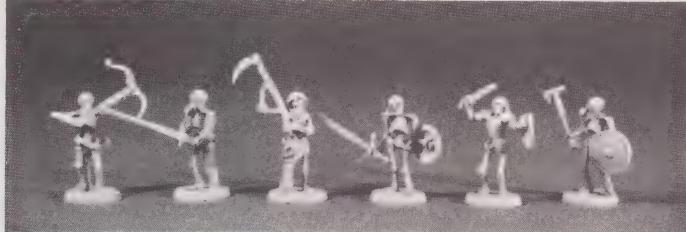
<b>RAL10550</b>	<b>Heroes of the Forgotten Realms (8)</b>	<b>\$27.00</b>
-----------------	---	----------------

## BATTLESYSTEM REGIMENTS

<b>RAL10560</b>	<b>The Horde - Yamun's Hoekun Clan</b>	<b>\$60.00</b>
	(1 Leader, 6 Armored Cavalrymen & 12 Light Horsemen)	
<b>RAL10561</b>	<b>Billidum's Marauders</b>	<b>\$50.00</b>
	(1 large Hill Giant & 12 Ogres)	
<b>RAL10562</b>	<b>The Grey Blossom Regiment</b>	<b>\$50.00</b>
	(1 Mtd Hero, 1 Sohei & 24 Armored/Unarmored Bushi)	
<b>RAL10563</b>	<b>Skulls-masher's Reavers</b>	<b>\$50.00</b>
	(1 Gnoll Hero, 1 Shaman & 15 Gnoll Warriors)	

## ALL AMERICAN SERIES

<b>Blister Packs:</b> each with a single 25mm miniature.	
<b>RAL12001</b>	<b>Fighters - 12 varieties</b>
	<b>\$3.50</b>
<b>RAL12010</b>	Orcs - 12 varieties
	\$3.50
<b>RAL12020</b>	<b>Wizards - 12 varieties</b>
	<b>\$3.50</b>
<b>RAL12030</b>	Undead - 12 varieties
	\$3.50
<b>RAL12040</b>	Dwarves - 12 varieties (due ?)
	<b>\$3.50</b>



**RAL12030** Undead -12 Varieties

## PERSONALITIES SERIES

<b>Blister Packs:</b> 25mm metal miniatures - each with one figure unless stated otherwise.	
<b>RAL10001</b>	<b>Evil Wizard with finger</b>
	<b>\$3.50</b>
<b>RAL10003</b>	Balrog
	<b>\$10.00</b>
<b>RAL10004</b>	Cleric with cobra staff
	<b>\$3.50</b>
<b>RAL10007</b>	Winged Serpent
	<b>\$7.00</b>
<b>RAL1010</b>	Hill Troll
	<b>\$7.00</b>
<b>RAL01013</b>	Assassin with dagger
	<b>\$3.50</b>
<b>RAL01017</b>	Pegasus with Rider
	<b>\$11.00</b>
<b>RAL01018</b>	Adventuress with dagger
	<b>\$3.50</b>
<b>RAL01019</b>	Angel of Death with scythe
	<b>\$6.50</b>
<b>RAL01027</b>	Ranger - Mounted & Foot
	<b>\$10.00</b>
<b>RAL01030</b>	Wraith with sickle
	<b>\$3.50</b>
<b>RAL01035</b>	Land-Dragon Lancer
	<b>\$11.00</b>
<b>RAL01037</b>	Monk with staff
	<b>\$3.50</b>
<b>RAL01038</b>	Winged Panther
	<b>\$10.00</b>
<b>RAL01040</b>	Werebear Charging
	<b>\$8.50</b>
<b>RAL01045</b>	Earth Elemental (Deamon)
	<b>\$11.00</b>
<b>RAL0107</b>	<b>Armored Centaur with bow &amp; spear</b>
	<b>\$8.50</b>
<b>RAL01051</b>	Griffon
	<b>\$8.50</b>
<b>RAL01060</b>	Dungeon Lady with Psuedo-Dragon
	<b>\$3.50</b>
<b>RAL01067</b>	Armored Giant with ball & chain
	<b>\$10.00</b>
<b>RAL01069</b>	Djinn
	<b>\$10.00</b>
<b>RAL01072</b>	Unicorn with Mounted Virgin
	<b>\$8.50</b>
<b>RAL01086</b>	Winged Beast
	<b>\$12.00</b>
<b>RAL01089</b>	Witch King on Charger
	<b>\$11.00</b>
<b>RAL01090</b>	Storm Giant with axe
	<b>\$11.00</b>
<b>RAL01091</b>	Mounted Elf Hero in plate
	<b>\$11.00</b>
<b>RAL01093</b>	Mounted Anti-Paladin
	<b>\$11.00</b>
<b>RAL01095</b>	Jabberwock
	<b>\$11.00</b>
<b>RAL01096</b>	Hippogriff
	<b>\$10.00</b>
<b>RAL01099</b>	Armored Giant on War Elephant
	<b>\$14.00</b>

## 3-STAGE CHARACTERS

<b>Blister Packs:</b> 25mm AD&D miniatures - with 3 figures showing the low, mid & high level aspects of a character class.	
<b>RAL01315</b>	<b>Fighter with sword &amp; shield</b>
	<b>\$11.00</b>
<b>RAL01316</b>	Ranger with sword & shield
	<b>\$9.50</b>
<b>RAL01317</b>	<b>Magic User with staff</b>
	<b>\$9.50</b>
<b>RAL01318</b>	Hobbit Thief with bow & dagger
	<b>\$9.50</b>
<b>RAL01319</b>	<b>Elf Thief with bow &amp; sword</b>
	<b>\$9.50</b>
<b>RAL01320</b>	Paladin with sword & shield
	<b>\$9.50</b>
<b>RAL01321</b>	<b>Assassin with dagger</b>
	<b>\$11.00</b>
<b>RAL01322</b>	Barbarian with runeword & shield
	<b>\$11.00</b>
<b>RAL01323</b>	<b>Dwarf Fighter with axe &amp; shield</b>
	<b>\$9.50</b>
<b>RAL01324</b>	Elf Fighter with sword & dagger
	<b>\$9.50</b>
<b>RAL01325</b>	<b>Druid with staff</b>
	<b>\$9.50</b>
<b>RAL01326</b>	Cleric with mace
	<b>\$9.50</b>
<b>RAL01328</b>	<b>Anti-Paladin with sword</b>
	<b>\$11.00</b>

## ALL THINGS DARK & DANGEROUS

<b>RAL02021</b>	Wood Elf with bow	<b>\$3.50</b>
<b>RAL02210</b>	<b>High Elf with sword</b>	<b>\$3.50</b>
<b>RAL02211</b>	High Elf Advancing with sword & shield	<b>\$3.50</b>
<b>RAL02212</b>	<b>High Elf with spear &amp; shield</b>	<b>\$3.50</b>
<b>RAL02214</b>	High Elf with bow & sword	<b>\$3.50</b>
<b>RAL02219</b>	<b>Elf Mage with staff</b>	<b>\$3.50</b>

RAL02227	Halflings with bows & slings (2)	\$3.50	RAL02951	Ki-Rin	\$6.00
RAL02228	Halflings with axes & swords (2)	\$3.50	RAL02952	Skeletal Beastmen (4)	\$12.00
RAL02235	Dwarf with 2-handed axe	\$3.50	RAL02953	Armored Warcat with Gnoll Rider	\$8.50
RAL02239	Dwarf Leader with sword	\$3.50	RAL02954	Winged Demon Lord with sword	\$11.00
RAL02272	Giant Goblin with sword & shield	\$3.50	RAL02955	Evil Dragon	\$18.00
RAL02275	Giant Goblin with mace	\$3.50	RAL02956	Giant Minotaur/Beastman with sword	\$12.00
RAL02278	Orc Archer with bow & sword	\$3.50	RAL02957	Armored Hobgoblins (4)	\$12.00
RAL02279	Orc Leader with sword & shield	\$3.50	RAL02958	Familiars (6)	\$3.50
RAL02301	Fighter in Platemail with sword & shield	\$3.50	RAL02959	Female Adventurers (3)	\$10.00
RAL02302	Paladin with greatsword	\$3.50	RAL02960	Hobgoblin Boar Riders (4)	\$12.00
RAL02303	Ranger in Mail with bow	\$3.50	RAL02961	Goatmen Warriors (4)	\$12.00
RAL02304	Chaotic Warrior with greatsword	\$3.50	RAL02962	Cockatrice (1)	\$3.50
RAL02305	Charging Fighter (mixed weapons)	\$3.50	RAL02963	Female Magic Users (3)	\$12.00
RAL02306	Barbarian swinging 2-handed sword	\$3.50	RAL02964	Hippogriff	\$9.00
RAL02307	Heroic Knight with sword & shield	\$3.50	RAL02965	Mounted Spectre	\$11.00
RAL02308	Fighter with longbow & sword	\$3.50	RAL02966	Half-Elf Adventurer horse & foot (due May)	\$11.00
RAL02309	Anti-Hero with axe & shield	\$3.50	RAL99017	Lesser Animals (7 natural forest critters)	\$13.00

From left to right:

**RAL01109**  
Cloud Giant

**RAL01112**  
Mounted Paladin

**RAL01114**  
Thieves



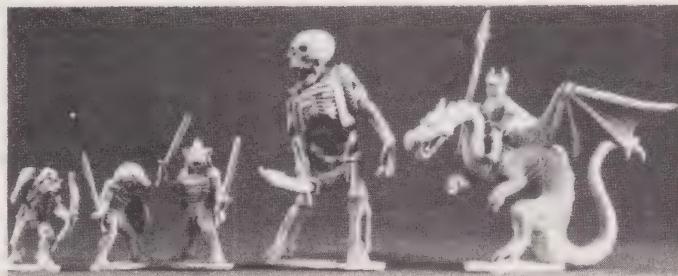
RAL02310	Female Fighter with sword & shield	\$3.50	RAL01068	Dragon	\$17.00
RAL02311	Cavalier Knight with 2-handed sword	\$3.50	RAL01083	War Dragon with Rider	\$20.00
RAL02312	Warrior Lord with two swords	\$3.50	RAL01084	Evil Lord on Litter	\$20.00
RAL02331	Master Thief with dagger & sword	\$3.50	RAL01094	Golden Dragon	\$35.00
RAL02332	Briagand Thief with sword	\$3.50	RAL01127	The Black Prince's Chariot of Fear	\$30.00
RAL02333	Acrobatic Thief with staff	\$3.50	RAL02020	Elf War Chariot (with 2 crew)	\$30.00
RAL02334	Cloaked Assassin with dagger	\$3.50	RAL02078	Chaos War Machine	\$40.00
RAL02335	Ninja Assassin with katana	\$3.50	RAL10200	Ninja (6)	\$18.00
RAL02351	Wizard with staff	\$3.50	RAL10210	Guardian Dragon (2-headed)	\$22.50
RAL02352	Adventurer Wizard with wand	\$3.50	RAL10211	Silver Dragon	\$22.50
RAL02353	Illusionist Conjuring	\$3.50	RAL10212	Rogon: the Balrog Dragon with whip	\$22.50
RAL02354	Evil Wizard with Skull Staff	\$3.50	RAL10302	Best of Rai Partha - Eleven mix (10)	\$22.50
RAL02355	Wizard with great runeword	\$3.50	RAL10303	Best of Rai Partha - Children of the Night	\$22.50
RAL02356	Female Magic User with staff	\$3.50	RAL10304	Dungeon Fiends (10)	\$22.50
RAL02371	Cleric with ball & chain	\$3.50	RAL10305	Adventure Fellowship (10)	\$22.50
RAL02372	Armored Cleric with mace & shield	\$3.50	RAL10306	Fantasy Champions (10)	\$22.50
RAL02373	Druid with sword & staff	\$3.50	RAL10308	High Chivalry (9)	\$22.50
RAL02374	Evil High Priest	\$3.50	RAL10309	Skeletal Legions of the Liche King (9)	\$22.50
RAL02375	Inquisitor with Sword of Justice	\$3.50	RAL10410	Bear Chariot of the Icelands	\$35.00
RAL02376	Female Cleric in robes	\$3.50	RAL10411	Wasteland (Lizard) Riders (3)	\$35.00
RAL02391	Bard with sword & lute	\$3.50	RAL10412	Ral - Lord of Balrogs with sword/whip	\$35.00
RAL02401	Great Fire Dragon	\$18.00	RAL10414	Warriors (10)	\$22.50
RAL02402	Skeletons with swords (2)	\$7.00	RAL10415	Necromancer's Throne of Bone	\$45.00
RAL02403	Weretiger	\$3.50	RAL10416	Duelling Dragons	\$45.00
RAL02404	Gargoyle	\$5.00	RAL10417	Giant Hydra	\$35.00
RAL02405	Demon	\$5.00	RAL10418	Griffin Chariot	\$45.00
RAL02406	Armored Minotaur with spear	\$5.50	RAL13100	Giant War Eagle with rider	\$35.00
RAL02407	Hell Hounds (3)	\$9.00	RALFA300	Adventure Encounter Set (11)	\$22.50
RAL02408	Lion Centaurs (2)	\$10.00	RALFT300	The Defenders of Law (10)	\$22.50
RAL02412	Rattlings (4)	\$11.00	RALFT301	The Chaotic Band (10)	\$22.50
RAL02415	Trolls (3)	\$11.00	RALFT302	Warriors of the World (10)	\$22.50
RAL02416	Armoured Ogres (2)	\$11.00	RAL98002	Adventurers (8)	\$18.00
RAL02417*	Tree Shepherd (due April)	\$16.50	RAL98006	Dungeone Hero (8)	\$18.00
RAL02918	Thieves (3)	\$9.00	RAL98009	Witch's Lair (8 bits)	\$18.00
RAL02901	Small 7-headed Hydra	\$11.00	RAL98013	Females Adventurers (8)	\$18.00
RAL02902	Female Giant with sword & shield	\$11.00	RAL98014	Wizard's Room (8 bits)	\$18.00
RAL02903	Armored Centaurs (Male & Female)	\$11.00			
RAL02908	Manticore	\$10.00			
RAL02909	Unicorn	\$6.50			
RAL02910	Lions (Male & Female)	\$7.00			
RAL02911	Attack Dogs (4)	\$7.00			
RAL02912	Giant Rats (5)	\$7.00			
RAL02922	Gnomes (3)	\$11.00			
RAL02927	Female Warriors (3)	\$10.00			
RAL02928	Wyvern	\$12.00			
RAL02931	Fighting Paladin with sword & shield	\$3.50			
RAL02932	Anti-Hero with 2-handed axe	\$3.50			
RAL02933	Half-Elf Champion with bow & sword	\$3.50			
RAL02934	Barbarian Giant with sword & shield	\$11.00			
RAL02936	Armored Minotaur with sword	\$8.50			
RAL02937	Fighting Pegasus	\$10.00			
RAL02938	Skeleton Warriors	\$12.00			
RAL02939	Gnoll Champion with Henchbeasts (3)	\$11.00			
RAL02940	Skeletal Giant - various weapons	\$12.00			
RAL02941	Chaotic War Dragon & Rider	\$18.00			
RAL02942	Barbarians (3)	\$10.00			
RAL02943	Armored Ogre with axe	\$8.50			
RAL02944	Dragonmen Warriors (3)	\$11.00			
RAL02945	Sabretooth Tiger	\$5.00			
RAL02948	Archers (3)	\$10.00			
RAL02949	Grey Wizard with staff	\$3.50			
RAL02950	Undead Ninja with katana	\$3.50			

From left to right:

**RAL02939**  
Gnoll Champion  
with Henchbeasts

**RAL02940**  
Skeletal Giant

**RAL02941**  
Chaotic War Dragon  
with Rider



RAL31019	Horned Cyclops	\$7.00
RAL31026	Wyvern (Great!)	\$12.00
RAL31027	Unicorn	\$4.50
RAL31028	Armored Cloud Giant with spiked club	\$15.00
RAL31029	Heavy Armored Ogres of Doom (2)	\$14.00
RAL31030	Huntress (with bow) & Hunting Beast	\$12.00
RAL32009	Seven Magic Items	\$5.50
RAL32010	Eight Treasure Items	\$5.50
RAL32017*	Ivea - Battlequeen with Warwolf (due May)	\$6.50
RAL32018*	Loenar & Orik - Thieves Guild Masters (May)	\$6.50

#### FANTASY ADVENTURERS SERIES

Note: some of the early FA series aren't of superior quality

RALFA12	Ninja Assassin with sword	\$3.50
RALFA14	Elven Hero with sword & shield	\$3.50
RALFA16	Female Magic User with dagger & staff	\$3.50
RALFA18	Female Cleric with mace & shield	\$3.50
RALFA19	Female Fighter with sword & shield	\$3.50
RALFA20	Houri with dagger (and little else!)	\$3.50
RALFA21	Evil Wizard with serpent staff	\$3.50
RALFA22	Evil Cleric with mace & shield	\$3.50
RALFA24	Anti-Hero with sword & shield	\$3.50
RALFA25	Necromancer with sword & mace	\$3.50
RALFA26	Fighter in Chainmail with sword & shield	\$3.50
RALFA27	Amazon with sword & shield	\$3.50
RALFA30	Female Ranger with bow	\$3.50
RALFA31	Paladin in Chainmail with sword & shield	\$3.50
RALFA34	Gnome Warrior-Thief with axe & shield	\$3.50
RALFA37	Questing Ranger with torch & sword	\$3.50
RALFA41	Adventuring Ranger with longbow & sword	\$3.50
RALFA42	Female Paladin in Plate with mace/shield	\$3.50
RALFA43	Barbarian Heroine with sword	\$3.50
RALFA44	Fighting Bard with sword	\$3.50
RALFA45	Monk in Dungeon Apparel with staff	\$3.50
RALFA46	Warrior in Dungeon Apparel with sword	\$3.50
RALFA47	Sorceress in Dungeon Attire	\$3.50
RALFA48	Swashbuckler Thief with two swords	\$3.50
RALFA49	Thief in Ambush with bow & longsword	\$3.50
RALFA51	Female Duellist with two swords	\$3.50
RALFA52	Male Duellist with two swords	\$3.50
RALFA53	Torquemanda - Chaos Conqueror	\$3.50
RALFA54	Zora - Gypsy Swordwoman	\$3.50
RALFA55	Bran Mac - King of the Picts with sword	\$3.50
RALFA56	Bal - Lord High Executioner with polearm	\$3.50
RALFA57	Belinda - Knight of Light with sword	\$3.50
RALFA58	Darlene - Warriress of Light with sword	\$3.50
RALFA59	Melorian - Radiant Adventuress	\$3.50
RALFA65	Chaotic Barbarian (Attila)	\$3.50
RALFA66	Hercules with shortsword	\$3.50
RALFA67	Heroic Wizard (Magnus) with staff	\$3.50
RALFA68	Queen of Evil with sword & dagger	\$3.50



**RAL1050** Red Dragon of Krynn

Looking very uncomfortable!

RALFA69	Jungle Lord with bow & spear	\$3.50
RALFA70	Gallinir - Elven Knight with sword & shield	\$3.50
RALFA71	Obess - Rotund Warrior with axe	\$3.50
RALFA72	Shokmeister - Dwarf Stormtrooper	\$3.50
RALFA73	Roeg - Barbarian Prince of Thieves	\$3.50
RALFA74*	Elliana the Dragommistress (Druid - due May)	\$3.50
RALFA75	Hogar - Armoured Halfling Champion (May)	\$3.50
RALFA76	Kieran - Male Pitfighter (due May)	\$3.50
RALFA77	Katora - Female Pitfighter (due May)	\$3.50
RALFA78	Sarlon - Dark Elf Warrior Chief (due May)	\$3.50
RALFA79	Denatole - Young Wandering Wizard (due May)	\$3.50
RALFA80*	Sir Michael - Bold Cavalier (due May)	\$3.50

#### WEIRD FANTASY RANGE

RALWF01	Kindly Old Wizard with flowers & mace	\$3.50
RALWF02	Aerial Servant with pizza	\$3.50
RALWF03	Complete Adventurer with everything!	\$3.50
RALWF04	Spaced-out Druid	\$3.50
RALWF05	Dwarf with Inferiority Complex (on stilts)	\$3.50
RALWF06	The Grateful Undead - skeleton band (4)	\$12.00
RALWF07	Samurai Night Fever	\$3.50
RALWF11	Dwarf with No Name (& crossbow)	\$3.50
RALWF12	Garg-Sis-Tot All American Giant	\$12.00
RALWF13	Cowardly Paladin & Squire (2)	\$7.00
RALWF14	Zoid - the Barbarian Pinhead	\$4.50
RALWF15	Rumbler - Complete Warrior	\$3.50
RALWF16	King of the Bards with guitar	\$3.50
RALWF17	Boom Bunny with carrot shield!	\$3.50
RALWF18	Texas Bob the Ogre	\$5.00
RALWF19	Reynard the Rogue - Vulpine Knight	\$3.50
RALWF20	Groan of the Spare Katana (Groo's bro!)	\$3.50

## RUNEQUEST SERIES

<b>Blister Packs:</b> Each with 3 figures unless stated otherwise	
RAL18001	Shaman
RAL18002	Broo - with assorted heads
RAL18003	Fachan with sword or ball & chain (1)
RAL18004	Spirits & Ghouls
RAL18005	Headhanger - with assorted heads (1)
RAL18006	Lunar Troopers
RAL18007	Wyrm (1)
RAL18008	Orianth Cultists

## BUSHIDO SERIES

### CHARACTERS

<b>Blister Packs:</b> each with 3 figures.	
RAL53901	Samurai & Ronin
RAL53902	Samurai Bushi
RAL53903	Ninja
RAL53904	Budoka & Yakuza
RAL53905	Oriental Female Adventurers
RAL53906	Gakusho & Shugenja Magicians
RAL53913	Armored Ninja
RAL53914	Ninja with gimmick weapons
RAL53915	Armored Samurai with sword & bow
RAL53916	Samurai Adventurers

### MONSTERS

RAL53907	Tengu (birdmen) with swords (3)	\$10.00
RAL53908	Oni Demons with sword & halberd (2)	\$10.00
RAL53909	Kappa (3 beastmen)	\$10.00
RAL53910	Armored Shikome (3 drow)	\$8.00
RAL53911	Dai-Bakemono (1 ogre)	\$11.00
RAL53912	Dai-Oni (giant) with various weapons (1)	\$10.00
RAL53917	Tatsu Dragon (1)	\$16.00
RAL53918	Giant Mukade Centipede (1)	\$12.00

## COLLECTOR'S SERIES

### SUPERB BOXED SETS

RAL10419	Armoured Dragon with rider	\$35.00
RAL10450	The Antagonist	\$55.00
	(Features an evil Warlord astride a mighty Black Dragon, attacking a Sorceress and her Pegasus mount)	
RAL10451	The Bridge of Sorrows	\$65.00
	(Contains a bridge setting, upon which stand an armoured Centaur knight and a spell-casting Mage. Before them hovers a huge evil Dragon who has a princess dangling precariously from one of its claws. From the cover design of Dragon magazine #92.)	

## GRENADEIER

**GRENADEIER** is an American company with a reputation for detail and crisp casting. Their figures are made in the traditional 25mm scale, and have long been regarded as the equal to RAL PARTHA's best! Unfortunately some of the later releases have been poor examples of GRENADEIER's talent - I have endeavored to remove all of these from our Mail Order listing, leaving only the better quality products!

## DRAGONS

### JULIE GUTHRIE'S BOXED SETS

GRE9901	Green Dragon with victim	\$30.00
GRE9902	Red Dragon stalking	\$35.00
GRE9903	Horned Dragon on treasure mound	\$35.00
GRE9904	Skeletal Dragon rearing	\$35.00
GRE9905	Chaos War Dragon with knight rider	\$35.00
GRE9906	Golden War Dragon with wizard rider	\$35.00
GRE9907	Black Dragon leaping	\$35.00
GRE9908	White Ice Dragons (2) with barbarian	\$35.00
GRE9909	Blue Dragon jogging	\$35.00
GRE9910	Fire Dragon	TBA
GRE9911	Hydra Dragon	TBA
GRE9912	Armoured Dragon with rider (shield & lance)	TBA

### FANTASY LORDS BLISTER PACKS

GRE501	Pond Dragon	\$6.50
GRE502	Marsh Dragon	\$6.50
GRE503	Cliff Dragon	\$6.50
GRE504	Pet Dragon	\$6.50
GRE505	Old World Dragon	\$6.50
GRE506	Forest Dragon	\$6.50

## FANTASY PERSONALITIES

Blister packs - please include SECOND CHOICES!

GRE803	Evil Mage	\$3.00
GRE804	Half-Elf Fighter Mage	\$3.00
GRE805	Ranger with Bow	\$3.00
GRE806	Female Fighter	\$3.00
GRE807	Armored Barbarian	\$3.00
GRE808	Dwarf Fighter	\$3.00



GRE9912  
Armoured Dragon

GRE809	Fighting Bard	\$3.00
GRE810	Thief with Sword	\$3.00
GRE811	White Mage	\$3.00
GRE812	Female Cleric	\$3.00
GRE813	Female Assassin	\$3.00
GRE814	Chaotic Hero	\$3.00
GRE815	Nasty Reaver	\$3.00
GRE816	Elf Fighter	\$3.00
GRE817	Robed Cleric	\$3.00
GRE818	Buccaneer	\$3.00
GRE819	Cavalier with plate & sword	\$3.00
GRE820	Henchmen with chain & sword	\$3.00
GRE821	Knight with Great Sword	\$3.00
GRE822	Evil Dwarf with plate & axe	\$3.00
GRE823	Halfling Scout	\$3.00
GRE824	Lady Mage	\$3.00
GRE825	Elf Mage	\$3.00
GRE826	Fighter with Crossbow in plate	\$3.00
GRE827	Fighter with Axe in plate	\$3.00
GRE828	Weaponmaster in scale	\$3.00
GRE829	Assassin	\$3.00
GRE830	Huntress in plate with bow & sword	\$3.00
GRE831	Female Fighter in plate with axe & shield	\$3.00
GRE832	Orc Champion in chain with sword	\$3.00
GRE833	Gnome in plate with 2-handed sword	\$3.00
GRE834	Chaos Cleric with 2-handed mace	\$3.00
GRE835	Knight in plate with ornate shield	\$3.00
GRE836	Fighter Mage with sword & staff	\$3.00
GRE884	Female Rogue with cutlass	\$3.00
GRE885	Female Elf Ranger with sword & shield	\$3.00
GRE886	Black Sorceress	\$3.00
GRE887	Berserker with swords	\$3.00
GRE888	Questing Ranger with swords	\$3.00
GRE889	Thief with sling & sword	\$3.00
GRE890	Young Mage with staff	\$3.00
GRE891	Adventuring Cleric with mace & cross	\$3.00
GRE892	Barbarian Archer	\$3.00
GRE893	Champion with 2-handed sword & plate	\$3.00
GRE894	Grey Wizard with staff	\$3.00
GRE895	White Witch	\$3.00
GRE896	Dark Elf Sorceress	\$3.00
GRE897	Devil	\$3.00
GRE898	Lizardman with shield & sword	\$3.00
GRE899	Cat Folk Warrior with swords	\$3.00

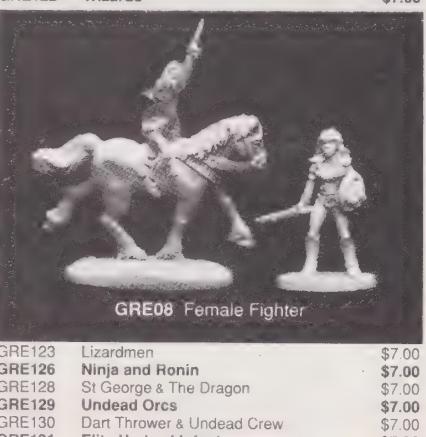
## FANTASY CHARACTERS

<b>Blister Packs:</b> with 3 miniatures - unless stated otherwise		
GRE04	Gnome Fighters	\$7.50
GRE05	Ork Beer Wagon (1)	\$7.50
GRE08	Mounted Female Fighter in chainmail bikini!	\$7.50
GRE17	Wererat Skeletons	\$7.50
GRE18	Gryphon (1)	\$7.50
GRE19	Knight Command Group	\$7.50
GRE20	Orc Command Group	\$7.50
GRE21	Dwarf Command Group	\$7.50
GRE22	Goblin Command Group	\$7.50
GRE23	Amazon Command Group	\$7.50
GRE24	War Ogre Command Group	\$7.50
GRE27	Skeleton Command Group	\$7.50
GRE28	Lizardmen	\$7.50
GRE31	Grunch Warriors (Very Strange!)	\$7.50
GRE34	Unicorn (1)	\$7.50
GRE36	Dragonmen Warriors	\$7.50
GRE39	Daemon (1)	\$7.50
GRE47	Winged Warriors	\$7.50
GRE48	Raft with Crew	\$7.50
GRE51	Sphinx (1)	\$7.50
GRE52	Yeti (1)	\$7.50
GRE53	Kobold with lance, Mounted on Dragon	\$7.50
GRE54	Kobold with sword, mounted on Dragon	\$7.50
GRE58	Cyctlops Dragon with club (!)	\$7.50
GRE114	Storm Giant (1)	\$7.00
GRE115	Bugbears	\$7.00
GRE116	Flesh & Iron Golems	\$7.00
GRE117	Dragonmen Warriors	\$7.00
GRE118	Scorpions (2)	\$7.00
GRE119	Hill Giant (1)	\$7.00
GRE120	Winged Folk Warriors	\$7.00
GRE122	Wizards	\$7.00



GRE837	Ranger in Plate with sword & shield	\$3.00
GRE838	Adventuring Thief with sword & sling	\$3.00
GRE839	Illusionist	\$3.00
GRE840	Royal Knight in Plate with greatsword	\$3.00
GRE841	Evil Warrior in Plate with sword & shield	\$3.00
GRE842	Princess	\$3.00
GRE843	Female Thief with sword & dagger	\$3.00
GRE845	Half-Elf Fighter Thief with sword	\$3.00
GRE846	Armored Cleric with mace & shield	\$3.00
GRE847	Death Lord with 2-handed sword	\$3.00
GRE848	Chaos Warrior in strange armour	\$3.00
GRE849	Paladin in plate with 2-handed Runesword	\$3.00
GRE850	Barbarian Fighter with axe, sword & shield	\$3.00
GRE851	Evil Cleric in plate with mace	\$3.00
GRE852	Conjuror	\$3.00
GRE853	Halfling Thief with sly grin	\$3.00
GRE854	Elf Sorceress	\$3.00
GRE855	Female Barbarian in plate with sword & shield	\$3.00
GRE856	Hero (knight) with sword & shield	\$3.00
GRE857	Anti-Hero in plate with axe & arm-spikes	\$3.00
GRE858	Elven Warrior with bow, sword & shield	\$3.00
GRE859	Chaotic Wizard	\$3.00
GRE860	Dwarf Hero in plate with axe	\$3.00
GRE879	Wererat Commander with sword	\$3.00
GRE880	Wraith in robes	\$3.00
GRE881	Succubus	\$3.00
GRE882	Monster Slayer with various weapons	\$3.00
GRE883	Merchant Thief (good pose!)	\$3.00

GRE123	Lizardmen	\$7.00
GRE126	Ninja and Ronin	\$7.00
GRE128	St. George & The Dragon	\$7.00
GRE129	Undead Orcs	\$7.00
GRE130	Dart Thrower & Undead Crew	\$7.00
GRE131	Elite Undead Infantry	\$7.00



GRE132	Flying Carpet with Crew	\$7.00
GRE134	Armored Centaurs (2)	\$7.00
GRE135	Umberbulk(1)	\$7.00
GRE136	Goatkin Warriors	\$7.00
GRE138	Hippogriff (1)	\$7.00
GRE139	Human Captives	\$7.00
GRE140	Barbarians	\$7.00
GRE141	Ogres (2)	\$7.00
GRE142	Clerics	\$7.00
GRE143	Undead Centaurs (2)	\$7.00
GRE144	Mounted Paladin	\$7.00
GRE145	Barbarian Tribesmen	\$7.00
GRE146	Assassins	\$7.00
GRE147	Dark Evils	\$7.00
GRE148	Kobolds (4)	\$7.00
GRE149	Ninja Giant (1)	\$7.00
GRE152	Ninja Hit Squad	\$7.00
GRE153	Dragonmen Specialists	\$7.00
GRE154	Beauty & the Beast (2)	\$7.00
GRE157	Undead Scouting Party	\$7.00
GRE158	Vikings	\$7.00
GRE159	Samurai Command	\$7.00
GRE161	Skeleton Ninja	\$7.00
GRE162	Skeleton Knights	\$7.00
GRE163	Black Drake (1)	\$7.00
GRE164	Mounted Samurai & Standard	\$7.00
GRE165	Skeleton Lancers (2)	\$7.00
GRE171	Treeman (1)	\$7.00
GRE173	Skeleton Samurai	\$7.00
GRE174	Armored Ogre Giant (1)	\$7.00

## GUTHRIE'S FANTASY RACES

### Blister Packs - please include SECOND CHOICES

GRE701	Rangers/Foresters	\$9.00
GRE702	Wererats with various weapons	\$9.00
GRE703	Female Elf Warrior - mounted & foot	\$9.00
GRE704	Mounted Deathlord with Warhound	\$9.00
GRE705	Nasty Deathlords in evil armour	\$9.00
GRE706	Ugly Trolls (2)	\$9.00
GRE707	Elven Warriors	\$9.00
GRE708	High Elf - mounted & foot	\$9.00
GRE709	Mounted Knight with lowly Yeoman	\$9.00
GRE710	Paladins with swords & plate	\$9.00
GRE711	Goblin Wolf Riders (4)	\$9.00
GRE712	Giant Wererat (2)	\$9.00
GRE713	Fire Giant with 2-handed axe (1)	\$9.00
GRE714	Wood Elves with bows	\$9.00
GRE715	Dungeoneers - Fighter, Mage & Thief	\$9.00
GRE716	Pegasus with rider	\$9.00
GRE717	Minotaurs (2)	\$9.00
GRE718	Female Adventurers	\$9.00
GRE719	Skeletons Warriors	\$9.00
GRE720	Skeletal Horsemen (2)	\$9.00
GRE721	Rogues	\$9.00
GRE722	Chaos Beast Handler	\$9.00
GRE723	High Elves	\$9.00
GRE724	Centaur	\$9.00

## FANTASY WARRIORS

### BOXED BATTLE LORDS

GRE1601	Foot Knights (10)	\$27.00
GRE1602	Orcs: Army of the Black River (10)	\$27.00
GRE1603	Dwarves: Army of the Golden Mt. (10)	\$27.00
GRE1604	Goblins: Army of the Blood Forest (10)	\$27.00
GRE1605	Amazons - Army of Minerva	\$27.00
GRE1607	Ogres of the East (8)	\$27.00
GRE1608	Chaos Dwarves (10)	\$27.00

### BOXED BATTLE SETS

GRE9002	Orc Warriors (12)	\$27.00
GRE9003	Dwarven Warriors (12)	\$27.00
GRE9004	Orc Wolf Riders (4)	\$27.00
GRE9005	Orc General's Battle Chariot (1)	\$27.00
GRE9006	Hobgoblins (8)	\$27.00
GRE9007	Mighty Dwarven Seige Cannon (1)	\$27.00
GRE9008	Goblin War Band (10)	\$27.00



### FANTASY WARRIORS BLISTERS

Five great figures per pack - each in a different pose		
GRE1401	Wood Elves with bows	\$15.00
GRE1402	Wood Elves with spears	\$15.00
GRE1403	Wood Elves with swords	\$15.00
GRE1404	Fighting Men with long bows	\$15.00
GRE1405	Fighting Men with pole arms	\$15.00



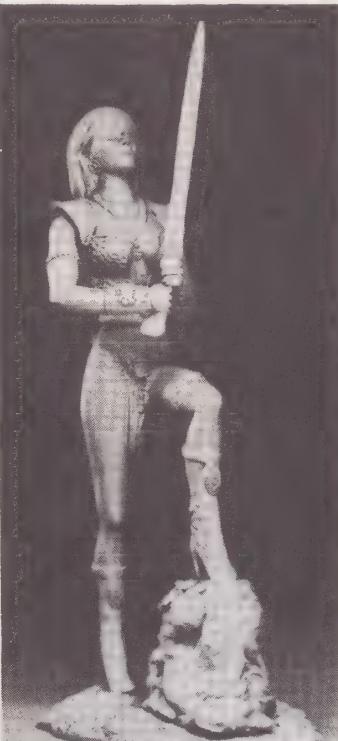
GRE1408  
Foot Knights

GRE1406	Foot Knights	\$15.00
GRE1407	Wood Elf Champions	\$15.00
GRE1408	Fighting Men Command Pack	\$15.00
GRE1409	Mounted Knights (2)	\$15.00
GRE1410	Wood Elf Command Pack	TBA
GRE1411	Barbarian Warriors	TBA
GRE1412	Mounted Paladins (2)	TBA
GRE1413	Wood Elf Eagle Rider (1)	TBA
GRE1414	Fighting Men Champions	TBA
GRE1415	Fighting Men with handguns	TBA
GRE1516	Barbarian Command Group	TBA

GRE40304	A New Hope - Collector's Movie Set	\$27.00
GRE40305	The Empire Strikes Back	\$27.00
GRE40306	Return of the Jedi	\$27.00
GRE40307	Stormtroopers	\$27.00
GRE40309	Mos Eisley Cantina - Adventure Set	\$25.00
GRE40310	Jabba's Place - Adventure Set (8)	\$25.00
GRE40311	The Rancor Pit (2)	\$27.00
GRE40312	Rebel Troopers	\$27.00

## MUSEUM SCALE MODELS

GRE3301	Male Frost Giant with axe	\$60.00
GRE3302	Female Frost Giant with spear	\$60.00
GRE3303	Grim Reaper with scythe (due April?)	\$75.00
GRE3304	Cassandra The Palanquin (due April/May?)	\$75.00



GRE3304 Cassandra The Palanquin

## SHADOWRUN

### BOXED SETS

GRE9701	Shadowrunners - Archetypes (10)	\$27.00
GRE9702	The Corporate Sector (10)	\$27.00
GRE9703	Eastern Dragon (3 pieces)	\$27.00
GRE9704	Feathered Serpent Dragon	\$27.00
GRE9705	Western Dragon	\$27.00
GRE9706	DMZ - street warriors (10)	\$27.00

### BLISTER PACKS

GRE1301	Archetypes (3)	\$8.00
GRE1302	Wendigos (3)	\$8.00
GRE1303	Metahuman Gang (3)	\$8.00
GRE1304	Eyekiller	\$8.00
GRE1305	Lone Star Corps (3)	\$10.00
GRE1306	Barghests with handler	\$10.00
GRE1307	Street gang (3)	\$10.00
GRE1308	Harpies (3)	\$10.00
GRE1309	Elf Biker on Rapier	\$10.00
GRE1310	Orc Biker on Scorpion bike	\$10.00
GRE1311	Lone Star Motorcycle Cop	\$10.00
GRE1312	Street Samurai on Scorpion bike	\$10.00
GRE1313	American Indian Tribe (3)	\$10.00
GRE1314	Deckers Pack (3)	\$10.00
GRE1315	Lone Star Heavy Response Team (3)	\$10.00
GRE1316	Meta Human Street Gang (3)	\$10.00
GRE1317	Mages Pack (3)	\$10.00
GRE1318	Leather Devils Gang (3)	TBA
GRE1319	Ancients Gang (3)	TBA
GRE1320	Metahuman Samurai (3)	TBA
GRE1321	Shamans (3)	TBA
GRE1322	Vampire and 2 Ghouls	TBA
GRE1323	News Team (3)	TBA

## MITHRIL

MITHRIL is a subsidiary of Prince August miniatures, the renown Irish company. The list below is THE authentic range of 'Lord of the Rings' and 'The Hobbit' personalities and creatures. Each figure is crafted with superb anatomical detail, as well as being finished with a fine grey undercoat - ready for painting! MITHRIL also use the same exaggerated 25mm scale as Citadel Blisters: each containing one 25mm metal figure.

## MIDDLE EARTH

Blister Packs: each containing one 25mm figure.

### THE RACES OF MIDDLE EARTH

MMM2	Elrond trying to look wise	\$3.00
MMM3	Witch King of Angmar - Mounted	\$6.00
MMM4	Mounted Rider of Rohan	\$6.00
MMM8	Dunlending Chieftain	\$3.00
MMM9	Dunlending Warrior	\$3.00
MMM11	Sindarin Elf Mage	\$3.00
MMM14	Arthedain Captain	\$3.00
MMM15	Northman Scout	\$3.00
MMM17	Sagath Warrior	\$3.00
MMM18	Sagath Animist	\$3.00
MMM21	Hithaegir Orc Warrior	\$3.00
MMM23	Large Stone Troll	\$6.00
MMM25	Large Warg (Wolf)	\$3.50

## STAR WARS

Boxed Sets: each with ten 25mm miniatures		
GRE40301	Heroes of the Rebellion	\$27.00
GRE40302	Imperial Forces	\$27.00
GRE40303	Bounty Hunters	\$27.00

### THE RIDERS OF ROHAN

MMM26	Eothrain Prince (Huithyn) - Mounted	\$6.00
MMM27	Theoden - King of the Mark	\$3.00
MMM28	Mounted Rohir Warrior with Lance	\$6.00
MMM29	Mounted Rohir Archer	\$6.00
MMM30	Mounted Rohir Standard-bearer	\$6.00
MMM31	Mounted Rohir Officer	\$6.00



**M165 Eribhen & Ruil**

### THIEVES OF THARBAD

MMM33	Dirhavel the Alchemist	\$3.00
MMM34	Silmarien the Mage	\$3.00
MMM36	Cardolanian Mercenary	\$3.00
MMM37	Cutpurse	\$3.00
MMM38	Smuggler	\$3.00
MMM39	Cardolanian Hir	\$3.00
MMM40	Tardegil - Army Captain	\$3.00
MMM41	Nimhir the Regent	\$3.00

### ARMIES OF THE WITCH KING

MMM42	Mannish Captain on horseback	\$5.00
MMM43	Mannish Warrior with scimitar	\$3.00
MMM44	Mannish Warrior with spear	\$3.00
MMM47	Orc with Spear and shield	\$3.00
MMM48	Troll with Morning Star	\$7.00
MMM49	Troll with Cleaver	\$7.00
MMM51	Wolf Rider with Horn and scimitar	\$6.00

### GANDALF & THE SHIRE FOLK

MMM53	Tom Bombadil	\$2.50
MMM54	Goldberry	\$3.00
MMM55	Bree Innkeeper with ale	\$3.00
MMM56	Bree Gatekeeper with spear & lantern	\$3.00
MMM57	Hobbit Travellers (2)	\$3.50
MMM58	Marche & Blanco	\$3.50
MMM59	Female Hobbit with children (3)	\$3.50

### HALLS OF THE ELVEN KING

MMM66	Galion the Butler	\$3.50
MMM67	High Captain of Aradhrynd with sword	\$3.50
MMM68	Royal Guardsman with spear	\$3.50
MMM72	Silvan Tracker with spear	\$3.50



**M172 Lesser Ghost**

### FAR HARAD

MMM74	Caravan Guard with spear & shield	\$3.00
MMM77	Sandman (traveller in desert garb)	\$3.00
MMM80	Lesinas (2)	\$6.00
MMM81	Adventurer in Desert Garb	\$3.00
MMM82	Master of the Tama with dagger & scroll	\$3.00

### MIRKWOOD 1

MMM83	Smeagol & Deagol in rowboat	\$11.00
MMM85	Beron with axe	\$3.50
MMM87	Beron's Animals (servant dogs!)	\$7.50
MMM88	Borning Fighter with axe	\$3.50
MMM89	Borning Lord	\$3.50
MMM90	Two Woodmen (axe & box)	\$7.00
MMM91	Woodman Elder	\$3.50
MMM92	Woodman Animist	\$3.50

### MOUNT GUNDABAD

MMM93	Zalg the Goblin King in battle armour	\$7.00
MMM94	Urak-Hai Royal Guardsmen (2)	\$7.00
MMM95	Savagia - the King's Consort	\$3.50
MMM96	Akargin the Warlock with staff	\$3.50
MMM97	Uruk-Hai Imps (3)	\$7.00
MMM98	Orcish Soldiers (2)	\$7.00
MMM99	Karagat the High Priest with bound virgin	\$7.00
MMM100	Mannish Slaves (2)	\$7.00
MMM101	Orc Serfs with anvil (2)	\$7.00
MMM102	Bralg the Insane with severed head	\$3.50

### MIRKWOOD 2

MMM103	Giant Spider (see MMM104)	\$9.00
MMM104	Bilbo with 2 Dwarf Spider Victims	\$7.00
MMM105	Huinui the Seer looking prophetic	\$3.50
MMM106	Arien - Elven Mage	\$3.50
MMM107	Lachglin the Animist with wand	\$3.50
MMM108	The Silent Shadow (attacking)	\$7.00
MMM109	Howling Werewolf	\$3.50
MMM110	Female Warrior with sword & shield	\$3.50
MMM111	Dwarfish Scout with axe & shield	\$3.50
MMM112	Northman Bard with sword & chain	\$3.50

### THE PRANCING PONY

MMM113	Strider, Frodo & Sam (Seated)	\$11.00
MMM114	Two Seated Cardplayers	\$9.00
MMM115	Serving Girl & Hobbit with trays/bottles	\$7.00
MMM116	Three Drinking Companions	\$9.00
MMM117	Two Seated Men, drinking	\$9.00
MMM118	Bill Ferny & Southern Spy	\$7.00
MMM119	Pot Boy with broom chasing Dog with pie	\$3.50
MMM120	Seated Lute Player with Singing Girl	\$7.00
MMM121	Two Drunken Yobbos!	\$7.00
MMM122	Accessories - table, chairs & wares	\$11.00
	Table, 2 chairs, 1 stool, 4 mugs, 4 plates & 2 candlesticks.	



**M173 Skeleton**

### THE FELLOWSHIP

MMM123	Frodo & Sam in traveling poses	\$3.50
MMM124	Strider with raised sword	\$3.50
MMM125	Gandalf with sword & staff	\$3.50
MMM126	Legolas with bow	\$3.50
MMM127	Gimli with axe	\$3.50
MMM128	Boromir with sword & horn	\$3.50
MMM129	Merry & Pippin - trying to look useful	\$3.50

### LAKETOWN

MMM130	Laketown Longboat and 4 crew	\$15.00
MMM131	The Master of Laketown with sceptre	\$3.50
MMM132	Bard of Esgaroth with bow & sword	\$3.50
MMM133	Laketown Guard with spear, sword & shield	\$3.50
MMM134	Elven Raft with 2 crew	\$9.00
MMM135	Laketown Adventurer with sword & shield	\$3.50

### PERSONALITIES OF THE 3rd AGE

MMM136	The Mirror of Galadriel	\$5.50
MMM137	Celeborn	\$3.50
MMM138	Saruman and the Palantir	\$5.50
MMM139	Aragorn and Arwen	\$7.00
MMM140	Great Eagle carrying Dori & Bilbo	\$9.50
MMM141	The Great Goblin	\$7.00
MMM142	Glorfindel	\$7.00
MMM143	Elrond and the Ring of Air	\$3.50
MMM144	Riddles in the Dark - Gollum & Bilbo	\$4.00

### GORGOROTH - PLAINS OF MORDOR

MMM146	Mounted Nazgul	\$9.00
MMM147	Nazgul on foot with sword	\$3.50
MMM148	Olg-Hai Troll with mace	\$9.00
MMM149	Half-Troll Commander with war mace	\$7.00
MMM150	Uruk with sword & shield	\$3.50
MMM151	Orcs of Mordor (2)	\$7.00
MMM152	Varieg Horseman with spear	\$9.00
MMM153	Haradan Captain with scimitar & shield	\$3.50
MMM154	Haradan Infantry (2)	\$7.00

### DURIN'S FOLK

MMM155	Thorin Oakenshield	\$4.00
MMM156	Thrain - Dwarven King	\$4.00
MMM157	Dwarven Royal Guard (2)	\$8.00
MMM158	Dwarven Craftsmen (2)	\$8.00
MMM159	Dwarven Infantry (2)	\$8.00
MMM160	Dwarven Alchemist	\$4.00
MMM161	Dis - Dwarven Maiden	\$4.00
MMM162	Dwarf Adventurer on Pony	\$5.50
MMM163	Dwarf Adventurer	\$4.00
MMM164	Dain Ironfoot & Azog arguing vehemently!	\$10.00

### GHOST WARRIORS

MMM165	Eribhen & Ruil (summoning or singing?)	\$10.00
MMM166	Tughaib of the spirits with staff	\$4.00
MMM167	Walking Dead (2)	\$8.00
MMM168	Ghoul with sword & shield	\$4.00
MMM169	Wight of Tughaib	\$4.00
MMM170	Menoib - Clan Chieftain	\$4.00
MMM171	Solophen the Shaman	\$4.00
MMM172	Lesser Ghost of the Under-deeps	\$4.00
MMM173	Skeleton of the Under-deeps with sword/shield	\$4.00
MMM174	Cave Troll of the Under-deeps	\$10.00

## HOBBY PRODUCTS

HOBB3001	CyberTech Heavy with Autogun (3)	\$4.00
HOBB3002	<b>CyberTech Heavy with Laser (3)</b>	\$4.00
HOBB3003	CyberTech Heavy with HMG (3)	\$4.00
HOBB3004	<b>CyberTech Extra Heavy with Laser (3)</b>	\$4.00
HOBB3005	CyberTech Commanding Officer (2)	\$4.00
HOBB3006	<b>CyberTech with Grenade Launcher (3)</b>	\$4.00
HOBB3007	CyberTech with Rocket Launcher (3)	\$4.00
HOBB3007A	<b>CyberTech Gunner with Rocket Ammo (3)</b>	\$4.00
HOBB3008	CyberTech Forward Observer (3)	\$4.00
HOBB3009	<b>CyberTech with Heavy Flamer (3)</b>	\$4.00
HOBB3010	CyberTech with MG Pistol (3)	\$4.00
HOBB3091	Warhawk Support Platform (2)	\$13.00

### WARTECH ASSAULT INFANTRY

HOBB3030	Wartech with Pistol (2)	\$3.00
HOBB3031	<b>Wartech with MG Pistol (3)</b>	\$3.00
HOBB3032	Wartech with Autogun (3)	\$3.00
HOBB3033	<b>Wartech with Laser Rifle (3)</b>	\$3.00
HOBB3034	Wartech with Heavy Laser (3)	\$3.00
HOBB3035	<b>Wartech with Heavy Flamer (3)</b>	\$3.00
HOBB3036	Wartech with HMG (3)	\$3.00
HOBB3037	<b>Wartech Commanding Officer (2)</b>	\$3.00
HOBB3038	Wartech Forward Observer (3)	\$3.00

### PHAGON FORCES

HOBB3221	Phagon with Needle Rifle (3)	\$3.00
HOBB3222	<b>Phagon with Heavy Needle Rifle (3)</b>	\$3.00
HOBB3223	Phagon with Cone Needle Rifle (3)	\$3.00
HOBB3224	<b>Phagon with Laser Rifle (3)</b>	\$3.00
HOBB3225	Phagon with Heavy Laser (3)	\$3.00
HOBB3226	<b>Phagon with Heavy Flamer (3)</b>	\$3.00
HOBB3227	Phagon with Extra Heavy Needle Rifle (3)	\$3.00
HOBB3228	<b>Phagon with Heavy Flamer (3)</b>	\$3.00
HOBB3229	Phagon with Grenade Launcher (3)	\$3.00
HOBB3230	<b	

### PHAGON SUPPORT WEAPONS

HOB3281	Boids Suma PSA Wolf! (2)	\$3.00
HOB3282	Hammerhead bio-support	\$13.00
HOB3283	Stingwhip bio-support	\$10.00
HOB3284	Lance bio-support	\$5.00
HOB3291C	Battle Walker - Command	\$17.00
<b>HOB3291H</b>	<b>Battle Walker Mk.1 - Hammerhead</b>	<b>\$17.00</b>
HOB3291S	Battle Walker Mk. 2 - Sunburst	\$17.00
<b>HOB3291T</b>	<b>Battle Walker Mk. 2C - Triad</b>	<b>\$17.00</b>
HOB3291S	Battle Walker - Stinger	\$17.00

### ADVENTURERS & ALIENS



BLister Packs: each with one 25mm figure.

HOB3701	Adventurer wearing heavy coat	\$3.00
<b>HOB3701L</b>	<b>Adventurer with Hand Laser</b>	<b>\$3.00</b>
HOB3701N	Adventurer with Heavy Needler	\$3.00
<b>HOB3706A</b>	<b>Administrator with documents</b>	<b>\$3.00</b>
HOB3706L	Lady wearing dress	\$3.00
<b>HOB3706P</b>	<b>Punk with bad attitude</b>	<b>\$3.00</b>
HOB3706S	Man wearing casual clothes	\$3.00
<b>HOB3706T</b>	<b>Trader wearing cloak</b>	<b>\$3.00</b>
HOB3720C	Cargo Officer	\$3.00
<b>HOB3720M</b>	<b>Mechanic</b>	<b>\$3.00</b>
HOB3720N	Lady Navigator	\$3.00
<b>HOB3720O</b>	<b>Second Officer</b>	<b>\$3.00</b>
HOB3720O	Another Second Officer	\$3.00
<b>HOB3720S</b>	<b>Ship's Medic</b>	<b>\$3.00</b>
HOB3724	Dawleen, lookin' tough with a Laser!	\$3.00
<b>HOB3751</b>	<b>Swamp Strangler</b>	<b>\$3.00</b>
HOB3751B	Brain-Freezer	\$3.00

### FASA

FASA offers a quality range of miniatures to complement their STAR TREK Combat Simulator. This series is manufactured by Rafm, a Canadian based company. Please note that stocks may be low, and that re-orders are via surface freight only - it is advisable that all customers who purchase any of the items below also provide a selection of second choices!

### STAR TREK

Blister Packs: containing one 1/390th scale metal ship.		
<b>FAS2501</b>	<b>USS Enterprise (New)</b>	<b>\$10.00</b>
FAS2502	USS Reliant Cruiser	\$10.00
<b>FAS2503</b>	<b>Klingon D-7 Battlecruiser</b>	<b>\$11.00</b>
FAS2504	Romulan Bird of Prey	\$10.00
<b>FAS2505</b>	<b>USS Enterprise (Old)</b>	<b>\$10.00</b>
FAS2507	USS Larson Destroyer	\$10.00
<b>FAS2509</b>	<b>Klingon D-18 Destroyer</b>	<b>\$10.00</b>
FAS2510	Klingon K-23 Escort	\$10.00
<b>FAS2513</b>	<b>Klingon L-9 Frigate</b>	<b>\$10.00</b>
FAS2515	Romulan Winged Defender	\$10.00
<b>FAS2516</b>	<b>USS Chandley Frigate</b>	<b>\$11.00</b>
FAS2517	USS Excelsior Battleship	\$20.00
<b>FAS2518</b>	<b>Klingon L-42 Bird of Prey</b>	<b>\$11.00</b>
FAS2524	Romulan Gallant Wing	\$10.00
<b>FAS2526</b>	<b>USS Baker Destroyer</b>	<b>\$10.00</b>
FAS2527	Romulan Nova Battleship	\$25.00
<b>FAS2528</b>	<b>Romulan Bright One (2)</b>	<b>\$10.00</b>
FAS2529	Klingon L-24 Battleship	\$25.00
<b>FAS2530</b>	<b>Klingon D-2 Missile Ship</b>	<b>\$10.00</b>
FAS2532	USS Northampton Cruiser	\$10.00
<b>FAS2533</b>	<b>USS Remora Escort</b>	<b>\$10.00</b>
FAS2534	USS Andor Missile Cruiser	\$10.00

When ordering any miniatures don't forget to give **SECOND CHOICES!**



FAS2501 USS Enterprise - FAS2517 USS Excelsior

### RAFM

RAFM is a Canadian firm that has been producing both historic and fantasy miniatures for many years - the fantasy range displays good imagination plus crisp casting. The latest range of figures are the STAR KHAN science fiction series - these contain a great deal of detail, and are of the appropriate scale & theme for WH40K TERMINATORS - but are far cheaper! All items are in Blister Packs.

### FANTASY LEGIONS OF LAW

#### KNIGHTS OF THE SILVER SWORD

RAF3050	Grand Master - mounted & foot	\$9.00
<b>RAF3051</b>	<b>Heaven's Fist Cavalry (2)</b>	<b>\$9.00</b>
RAF3052	Faith's Blade Men at Arms (3)	\$8.00
<b>RAF3053</b>	<b>Swordsmen of the Red Gauntlet (3)</b>	<b>\$8.00</b>
RAF3054	Archers of Raven's Flight (3)	\$8.00
<b>RAF3055</b>	<b>Men of the White Heather (3)</b>	<b>\$8.00</b>
RAF3056	The Defenders (artillery - 5 pieces)	\$11.00
<b>RAF3057</b>	<b>Paladin's Chariot of Deliverance</b>	<b>TBA</b>

#### ELVES OF THE ISLES

RAF3070	Prince Sarnath - mounted & foot	\$9.00
<b>RAF3071</b>	<b>Wind Ride - Elven Cavalry (2)</b>	<b>\$9.00</b>
RAF3072	Sylvan Swords - Elf Warriors (3)	\$8.00
<b>RAF3073</b>	<b>Crystal Flight - Elf Bowmen (3)</b>	<b>\$8.00</b>
RAF3074	Strong Wood - Elf Spearmen (3)	\$8.00
<b>RAF3075</b>	<b>Elven Privateers (3)</b>	<b>\$8.00</b>
RAF3076	The Dragon's Tongue - Elven Artillery	\$14.00
<b>RAF3077</b>	<b>Elven White Winged Chariot</b>	<b>TBA</b>



RAF302 Dwarven Adventurers

#### DWARVES OF THE FLAMING FORGE

RAF3090	Graff Hawksteel - mounted & foot	\$9.00
<b>RAF3091</b>	<b>Dwarven Command Group (3)</b>	<b>\$8.00</b>
RAF3092	Iron Feathers - Dwarven Crossbows (3)	\$8.00
<b>RAF3093</b>	<b>Thunder Buster - Artillery</b>	<b>\$14.00</b>
RAF3094	Burner Truppen - Hand Gunners (3)	\$8.00
<b>RAF3095</b>	<b>Stone Eagle Truppen - Spearmen (3)</b>	<b>\$8.00</b>
RAF3096	Trench Pounders - Dwarven Sappers (3)	\$8.00
<b>RAF3097</b>	<b>Nebbeldwärven - Auto Dart Thrower!</b>	<b>\$13.00</b>
RAF3098	Dwarven Sturm Wagonne Mk. I	TBA

#### BARBARIAN WARRIORS

RAF3821	Norse Fighter with sword & shield	\$3.00
<b>RAF3822</b>	<b>Norse Fighter with axe</b>	<b>\$3.00</b>
RAF3823	Norse Fighter with 2-handed sword	\$3.00
<b>RAF3824</b>	<b>Berserker with 2-handed axe</b>	<b>\$3.00</b>
RAF3825	Norse War Chief - mounted	\$7.00
<b>RAF3826</b>	<b>Norse Warwolf with Master</b>	<b>\$7.00</b>

### FANTASY LEGIONS OF CHAOS

#### NIGHT CALLERS - BONE WARRIORS

RAF3871	Skeleton with sword & shield	\$3.00
<b>RAF3872</b>	<b>Skeleton with axe &amp; shield</b>	<b>\$3.00</b>
RAF3873	Skeleton with 2-handed sword	\$3.00
<b>RAF3874</b>	<b>Skeleton with crossbow</b>	<b>\$3.00</b>
RAF3875	Warlock on undead equine	\$7.00
<b>RAF3876</b>	<b>Skeleton Chieftain on undead mount</b>	<b>\$7.00</b>

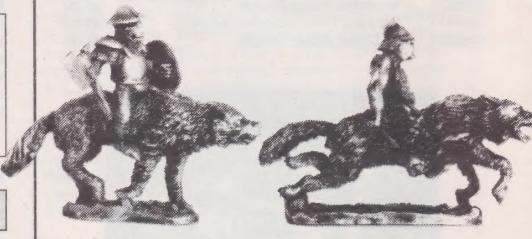
#### DARK LORD'S REGIMENT OF BLOOD

RAF3101	Warlord - mounted & foot	\$9.00
<b>RAF3102</b>	<b>Shining Death Cavalry (2)</b>	<b>\$9.00</b>
RAF3103	Iron Lords (3)	\$8.00
<b>RAF3104</b>	<b>Impalers - spearmen (3)</b>	<b>\$8.00</b>
RAF3105	Skullsplitters (3)	\$8.00
<b>RAF3106</b>	<b>The Doom Singers - chaos berserkers (3)</b>	<b>\$8.00</b>
RAF3107	Hell's Claws - assassins (3)	\$8.00
<b>RAF3108</b>	<b>The Dark Lord's Bodyguard (3)</b>	<b>\$8.00</b>

### RAFM

#### RAFM

RAF3109	Cleavers of the Dark (3)	\$8.00
<b>RAF3110</b>	<b>Blood Champions (2)</b>	<b>\$8.00</b>
RAF3111	Blood Beserkers (2)	\$8.00
<b>RAF3112</b>	<b>Land Dragon with rider</b>	<b>\$10.00</b>



RAF3115 GIANT ORC WOLF RAIDERS

#### LEGIONS OF DARKNESS

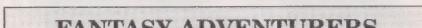
RAF3201	Magloth - Giant Orc General (1)	\$8.00
<b>RAF3202</b>	<b>Orc Standard bearer with Goblin Drummers (3)</b>	<b>\$8.00</b>
RAF3203	Orc Warband with polearms (3)	\$8.00
<b>RAF3204</b>	<b>Orc Warband with bows (3)</b>	<b>\$8.00</b>
RAF3205	Orc Warband with 2-handed weapons (3)	\$8.00
<b>RAF3206</b>	<b>Orc Crossbows (2) with Goblin Mantlet</b>	<b>\$8.00</b>
RAF3207	Goblin Lord mounted on Cassowary (2)	\$8.00
<b>RAF3208</b>	<b>Goblin Arched on Cassowary (2)</b>	<b>\$8.00</b>
RAF3209	Orc Chieftains (3)	\$8.00
<b>RAF3210</b>	<b>Orc Heavy Infantry with pikes (3)</b>	<b>\$8.00</b>
RAF3211	Goblin Skirmishers (4)	\$8.00
<b>RAF3212</b>	<b>Orc Wolf Raider Chieftains (2)</b>	<b>\$8.00</b>
RAF3213	Orc Wolf Raider Warriors (2)	\$8.00
<b>RAF3214</b>	<b>Orc Wolf Raider Nomads (2)</b>	<b>\$8.00</b>
RAF3215	Wolf Raider Giant Orc Champions (2)	\$8.00
<b>RAF3216</b>	<b>Giant Orc Beserkers</b>	<b>\$8.00</b>
RAF3217	Orc Warlord - mounted	\$8.00
<b>RAF3218</b>	<b>Orc Onager - the Head Banger</b>	<b>\$14.00</b>
RAF3219	Orc Wall Crawlers - pioneers	\$11.00

#### THE MONSTERS OF CHAOS

RAF3601	Spider Lord (1)	\$17.00
<b>RAF3602</b>	<b>A Rather Sinister Ogre</b>	<b>\$10.00</b>
RAF3613	Thragfar's Body Guard (3)	\$9.00
<b>RAF3614</b>	<b>Thragfar The Giant (1)</b>	<b>\$11.00</b>
RAF3615	Necromancers (3)	\$9.00
<b>RAF3616</b>	<b>Minotaur</b>	<b>\$8.00</b>
RAF3617	Death Dancer	\$7.00

#### NECROMANCERS

RAF3877	Grand Master of Darkness	\$3.50
<b>RAF3878</b>	<b>Dark Cleric</b>	<b>\$3.50</b>
RAF3879	Mistress of Darkness	\$3.50
<b>RAF3880</b>	<b>Nightmare Illusionist</b>	<b>\$4.50</b>
RAF3881	Great Necromancer - mounted	\$7.00
<b>RAF3882</b>	<b>Doom Caller</b>	<b>\$8.00</b>



RAF3831 - RAF3882

#### VAMPYRE LORDS

RAF3883	Dark Prince on throne	\$9.00
<b>RAF3884</b>	<b>Vampyre Warlord on feisty warhorse</b>	<b>\$8.00</b>
RAF3885	Knight of the Undead with sword	\$3.50
<b>RAF3886</b>	<b>Degenerate Vampyre - the Unclean One</b>	<b>\$3.50</b>
RAF3887	Gothic Vampyre with sword	\$3.50
<b>RAF3888</b>	<b>Queen of the Damned with undead host</b>	<b>\$3.50</b>

#### FANTASY ADVENTURERS

##### WANDERS & WARRIORS

RAF3801	Adventurers (3)	\$8.00
<b>RAF3802</b>	<b>Dwarves (3)</b>	<b>\$8.00</b>
RAF3803	Rogues (3)	\$8.00
<b>RAF3804</b>	<b>Clerics (3)</b>	<b>\$8.00</b>
RAF3805	Elven Warriors (3)	\$8.00
<b>RAF3806</b>	<	

## MEDIAEVAL SEIGE EQUIPMENT

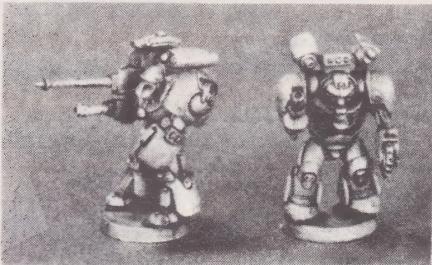
<b>Blister Packs</b> - most require assembly of some sort.	
RAFSE1 Large Ballista	\$13.00
<b>RAFSE2 Large Catapult</b>	<b>\$13.00</b>
RAFSE3 Dart Thrower (2)	\$9.00
<b>RAFSE4 Small Catapult</b>	<b>\$11.00</b>
RAFSE7 Mantlets - Siege Shields (3)	\$5.00
<b>RAFSE9 Small Siege Tower</b>	<b>\$27.00</b>
RAFSE13 Mediaeval Cannon (2)	\$6.00
<b>RAFSE15 Scaling Ladders (3)</b>	<b>\$9.00</b>
RAFSE16 Greek Fire Projector (2)	\$6.00
<b>RAFSE17 Petrary Catapult</b>	<b>\$11.00</b>
RAFSE23 Mediaeval Crew (5)	\$10.00
<b>RAFSE26 Organ Gun (1)</b>	<b>\$10.00</b>
RAFSE27 Early Bombard (2)	\$9.00
<b>RAFSE28 Hooped Bombard</b>	<b>\$9.00</b>
RAFSE31 Medieval Breach Loading Cannon	\$9.00
<b>RAFSE32 Scorpion Bolt Thrower (2)</b>	<b>\$8.00</b>
RAFSE33 Carroballista Bolt Thrower	\$8.00

## STAR KHAN

**Blister Packs:** a superb series of Science Fiction miniatures that are highly recommended for WH40K style games.

### TERRAN FEDERATION

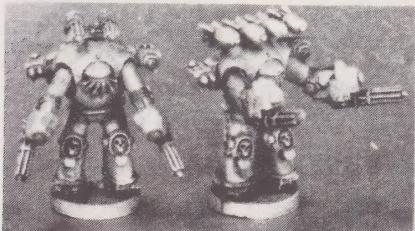
RAF5011 Marine Reaction Command Group (3)	\$13.00
<b>RAF5012 Marine Recon Section (3)</b>	<b>\$13.00</b>
RAF5013 Marine Reaction Assault Unit (3)	\$13.00
<b>RAF5014 Marine Reaction - Special Weapons</b>	<b>\$13.00</b>
RAF5015 Marine Reaction Heavy Weapons (3)	\$13.00
<b>RAF5016 Disruptor Force-Cannon</b>	<b>\$17.00</b>
RAF5017 Marine Tech' R.T.O. & Corpsman	\$13.00
<b>RAF5018 Jet Wing Marines (2)</b>	<b>\$13.00</b>
RAF5019 Battlebike Uni-Cycle (1)	\$24.00
<b>RAF5020 Recon Battlebike (1)</b>	<b>\$24.00</b>
RAF5021 Grizzled Marine Veterans (3)	\$13.00
<b>RAF5022 Flamer Marines (3)</b>	<b>\$13.00</b>
RAF5023 Missile Pod Artillery	TBA
<b>RAF5024 Universal Carrier with Flex Gun</b>	<b>TBA</b>
RAF5025 Universal Carrier with Missiles	TBA



RAF5034 Hunter Class Destructors

### DESTRUCTOR COMMANDOS

<b>RAF5030 Tempest Class Destructor (2)</b>	<b>\$13.00</b>
RAF5031 Typhoon Class Destructor (2)	\$13.00
<b>RAF5032 Black Widow Class Destructor (2)</b>	<b>\$13.00</b>
RAF5033 Spitfire Class Destructor (2)	\$13.00
<b>RAF5034 Hunter Class Destructor (2)</b>	<b>\$13.00</b>
RAF5035 Fury Class Destructor (2)	\$13.00



RAF5032 Black Widow Class Destructors

### CYBER ORCS

RAF5051 Cyborg Command Team	\$14.00
<b>RAF5052 Cyborg Scout Team</b>	<b>\$14.00</b>
RAF5053 Cyborg Medium Attack Group	\$14.00
<b>RAF5054 Cyborg Assault Team</b>	<b>\$14.00</b>
RAF5055 Cyborg Heavy Support Team	\$14.00
<b>RAF5056 Cyborg Mono Assault Gun</b>	<b>\$18.00</b>



RAF5056 ORC MONO-TRACED ASSAULT GUN

## CITADEL

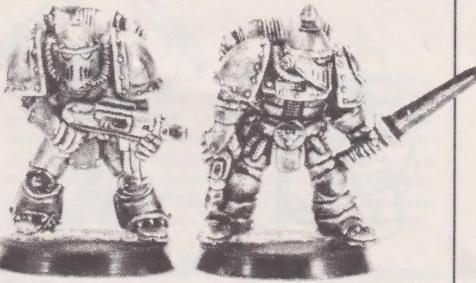
CITADEL is one of the most popular fantasy and science fiction miniatures manufacturers to date. This English company, with their exaggerated 25mm scale, have consistently produced figures of great character & animation. They also pioneered the use of plastics with their figures, mainly for bases & shields. Unfortunately re-stocks are slow and usually inadequate, so please include second choices!

## WARHAMMER 40,000

The number of miniatures per pack is in parenthesis. Please include second choices with all stock!

### IMPERIAL FORCES

CI6095 Marine Chapter Decals (10 sets)	\$12.00
<b>CI70106 Tactical Marines (3)</b>	<b>\$16.00</b>
CI70119 Assault Marines (3)	\$15.00
<b>CI70121 Space Marines (3)</b>	<b>\$16.00</b>
CI70133 Specialist Marines (3)	\$16.00
<b>CI70158 Marine Armour Variant (3)</b>	<b>\$14.00</b>
CI70160 Marines on Bikes (1)	\$20.00
<b>CI70164 Marine Dreadnought or Robot (1)</b>	<b>\$22.00</b>
CI70204 Terminators (2)	\$23.00
<b>CI70243 Grey Knight Terminators (2)</b>	<b>\$18.00</b>
CI70268 Space Marine Captains (2?)	TBA
<b>CI70271 Imperial Space Marines (30 plastic Figs.)</b>	<b>\$55.00</b>
CI70279 Terminator Squad (8 metal figures)	\$65.00



CI70158 Mark 2 Crusade Suit & Mark 3 Iron Suit

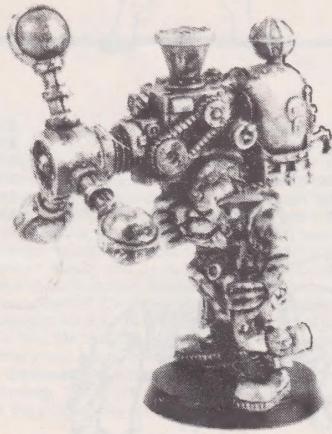
CI72045 Imperial Guard Sentinel (1)	\$22.00
<b>CI72129 Imperial Guard Heavy Weapons (3)</b>	<b>\$14.00</b>
CI72156 Imperial Guard Speeder (1)	\$30.00
<b>CI72585 Land Raiders (1 plastic APC)</b>	<b>\$40.00</b>
CI70279 Imperial Guard (36 plastic figures)	\$55.00

### RENEGADE FORCES

CI70327 Renegade Heavy Weapons (3)	\$14.00
<b>CI70341 Chaos Renegades on Horseback (2)</b>	<b>\$18.00</b>
CI71085 Chaos Squats (4-5)	\$14.00

### SPACE ORK FORCES

CI70510 Space Orks (4-5)	\$14.00
<b>CI70546 Ork Assault Vehicles (1)</b>	<b>\$35.00</b>
CI70559 Gretchen (5-6)	\$17.00
<b>CI70561 Ork Nobs (2)</b>	<b>\$16.00</b>
CI70605 Orc Boyz (4)	\$16.00
<b>CI70618 Ork Madboyz (3)</b>	<b>\$16.00</b>
CI70620 Orc Oddboyz (3)	\$16.00
<b>CI70657 Ork Weird Boyz (3)</b>	<b>\$15.00</b>
CI70598 Orc Warbikes (1) or Cyboars (2)	\$20.00
<b>CI70696 Mekboy wiv Shokk Attack Gun</b>	<b>TBA</b>
CI70211 Space-Orc Battlewagon with crew	\$50.00



CI70696 Mekboy with Shokk Attack Gun

### SQUATS

CI71007 Squat Warriors (5 - also CI71010)	\$15.00
<b>CI71034 Squats on Motorbikes (1-2)</b>	<b>\$18.00</b>
CI71105 Squat Adventurers (5)	\$14.00
<b>CI70210 Space Dwarf Mercs (36 plastic figures)</b>	<b>\$55.00</b>

### ELDAR

CI71519 Eldar (5)	\$16.00
<b>CI71521 Eldar Dreadnought</b> or War Walker/Spirit Warrior	<b>\$23.00</b>
CI71533 Eldar Equipment (1-3)	\$16.00
<b>CI71560 Eldar Aspect Warriors (3)</b>	<b>\$16.00</b>
CI71572 Eldar Exarchs (3-4?)	TBA
<b>CI70266 Eldar Harlequins (13 metal figures)</b>	<b>\$65.00</b>



CI71527 Swooping Hawk Exarch with Lasblaster

### MISCELLANEOUS FORCES

CI72064 Ogryns (1)	\$16.00
<b>CI72557 Genestealers (4-5)</b>	<b>\$14.00</b>
CI72583 Genestealer Patriarch on throne (1)	\$27.00
<b>CI72596 Genestealer Patriarch with Familiars</b>	<b>\$14.00</b>
CI72603 Genestealer Hunchback (?)	\$20.00

### SPACE MARINE - EPIC SCALE

A great series of 1/300th scale miniatures.

<b>CI72701 Imperial Titans (1)</b>	<b>\$20.00</b>
CI72738 Eldar Titans (1)	\$23.00
<b>CI72809 Knights (3) - human or Eldar</b>	<b>\$15.00</b>
CIATB1 Battle Titans (6 plastic machines o' death)	\$50.00
<b>CI72714 Imperial Armoured Vehicles</b>	<b>\$15.00</b>

A blaster contains one of the following packs:  
 Manticore - multi-missile platform (2)  
 Imperial Mole with launcher (1) Leeman Russ - standard MBT (3)  
 Gorgon - minelayer & minesweeper (3) Banebane - super heavy tank  
 Terrible mole with launcher (3) Vindicator - SP assault tank (1)  
 DropPod - support/assault/deathwing (2) Basaik - Ork macro cannon (2)  
 Bombar - tracked siege mortar (2) Shadowsword - super heavy tank destroyer (1)  
 Whirwind - missile support AFV (3) Predator - Rhino assault AFV (3)  
**CI72789 Assorted Alien Vehicles** \$15.00  
 A blaster contains one of the following packs:  
 Spleenrenda - Ork hot-rod with big cannon (3) Tempest - Eldar heavy grav tank (1)  
 Bonecrusha - Ork AFV with spiked roller (2) Skulhammer - big Ork battlewagon (1)  
 Gutrippa - Ork AFV with metal claws (2) Braincrusha - Ork heavy assault gun (2)  
 Bowelburn - Ork armoured car (2) Gobsmasher - Ork wheeled assault gun (3)  
 Giblegrinda - big Ork Battlewagon (1)  
**CIATB2 Ork Horde** \$45.00  
 Contains 200 ork infantry, 30 battle wagons, 10 flag poles & 40 plastic bases  
**CIATB3 Eldar Legion** \$45.00  
**CIATB4 Imperial Guard** \$45.00  
 Contains 150 Imperial guardmen, 40 assault troops, 10 gunners, 10 commissars, 20 rating snipers, 30 beastmen, 10 heavy weapons, 10 officers, 10 sentinels, 10 robots, 10 gryns, 20 big Ork assaulters & 20 bikers!  
**CIATB5 Space Marines** \$45.00  
 Contains 10 robots, 20 captians, 20 heavy weapons, 10 commanders, 200 Mk 7 marines, 20 terminators, 40 marines wiv jump packs, 20 bikers & 10 landspeeders.  
**CIATB6 Squat Warriors** \$45.00  
 Contains 10 standards, 50 assault troops, 50 heavy bolters, 90 warriors, 10 missile launchers, 10 gunners, 10 heartguard, 10 exo-armor, 30 bikers, 10 mole mortars, 10 exo-armored bikers, 10 thudd guns & 10 guild weapon teams.  
**CIATB7 Ork Invasion** \$45.00  
 10 standards, 10 boarboyz, 10 buggies, 10 warboss's, 10 warbikes, 20 madboyz, 20 stormboyz, 10 tractor beams, 160 orks, 20 gretchins, 20 nobz & 40 heavy wpn.

### FANTASY BLISTER PACKS

Please include a second choice when ordering

### DA BOYZ!

CI74709 Orc Boyz (4-5)	\$15.00
<b>CI74712 Arrer (Archer) Boyz (4-5)</b>	<b>\$15.00</b>
CI74736 Gruntas 'n' Snortas (1)	\$15.00
<b>CI74741 Chukkas (heavy weapons) or Dog Cart (1)</b>	<b>\$30.00</b>
CI74790 Giant Black Orcs (2)	\$14.00

### DWARVES

CI74323 Dwarf Clansmen (5)	\$16.00
<b>CI74335 Imperial Dwarves (5)</b>	<b>\$16.00</b>
CI74362 Dwarf War Machines (1-2)	\$20.00

### ELVES

CI74200 Elven Cavalry (2)	\$20.00
<b>CI74231 Wood Elves (5)</b>	<b>\$15.00</b>
CI74237 Elven Wardancers (5)	\$16.00

### MONSTERS

CI73226 Lesser Daemons (2-5)	\$15.00
<b>CI74406 Skaven (2-5)</b>	<b>\$16.00</b>
CI74526 Armoured Skeletons	\$15.00
<b>CI74530 Ethereals (5)</b>	<b>\$14.00</b>
CI74555 Skeleton Cavalry	\$15.00
<b>CI74665 Young Dragon (1)</b>	<b>\$15.00</b>



CI74503 Skeleton Warriors

#### FIGHTER & KNIGHTS

CI73179	Chaos Knights (4)	\$18.00
CI73201	Warriors of Chaos	\$15.00
CI74017	High Helm Cavalry (4)	\$18.00
CI74031	Imperial General's Retinue (4)	\$18.00
CI74043	Foot Knights (5)	\$14.00
CI74045	Lords of Battle (4)	\$14.00
CI74068	Norsemen	\$15.00
CI74139	Ninja & Samurai (5)	\$16.00
CI74141	Fantasy Adventuring Party (5)	\$16.00
CI74154	Bretonnian Soldiers (5)	\$16.00

#### MIGHTY EMPIRES

**Blister Packs:** containing an assortment of microscale figures  
**CI75101 Mighty Empires assortment** **TBA**  
 Selected from Wizard's Tower, Skeleton Army, Necropolis, Pirate Ship & Bridges.



CI75101 Skeleton Army Banner & Necropolis  
 (see page 10 for other miniature photographs)

#### FANTASY BOXED SETS

##### GENERAL STOCK

CIBC2	Monster Starter Set	\$30.00
CIBC3	Dwarf Lords of Legend	\$30.00
CIBC6	Chaos Dwarves	\$35.00
CIBME2	Nazgul on Winged Beast	\$28.00
CIDRAG2	Blue Dragon with Sorcerer	\$38.00
CIDRAG4	Greatfire Dragon	\$33.00

##### MACHINERIES OF DESTRUCTION

CI73194	Chaos War Machines or Chariots (1)	\$18.00
CIMD1	Goblin King's Battle Chariot	\$32.00
CIMD3	Lead Belcher - Goblin Organ Gun	\$35.00

##### REGIMENTS OF RENOWN

CIRR4	Skarloc's Wood Elf Archers (17)	\$60.00
CIRR5	Ruglid's Armoured Orcs (17)	\$60.00
CIRR6	Ulther's Imperial Dragon Company (19)	\$60.00
CIPBS5	Skeleton Army - Plastic	\$55.00

Contains 30 infantry, 8 cavalry & 1 commander's chariot.



CI74154 Bretonnian Soldiers

## MARAUDER

Marauder is a small English company whose sculptors are ex-Citadel staff. In that respect the miniatures listed below are identical in character and style to Citadel's general fantasy range. The main difference between the companies will be stock availability, since Citadel merchandise is rather scarce at this point in time, whilst Marauder restocks should be more frequent. All figures are 25mm metal.

#### FANTASY BLISTERS

##### HUMANOIDS

MARM60	Fighters (6)	\$14.00
MARM62	Citizens & Halflings (5)	\$14.00
MARM65	Heroes of the Empire (3)	\$14.00

##### DWARFS

MARM10	Dwarfs (6)	\$14.00
MARM12	Dwarf Organ Gun	\$15.00
MARM14	Dwarf Swivel Gun,	\$15.00
MARM15	Dwarf Warriors (5)	\$14.00
MARM16T	Troll Slayers (5)	\$14.00
MARM16G	Giant Slayers (5)	\$14.00
MARM90	Chaos Dwarves (5)	\$14.00
MARMBO1	Dwarf Regiment (10)	\$35.00

##### ELVES & DARK ELVES

MARM70	Dark Elves (6)	\$14.00
MARM73A	Witch Elves (5)	\$14.00
MARM73B	Dark Elf Whelpmasters (5?)	\$14.00
MARM80	Wood Elves (5)	\$14.00
MARM81	High Elves (5)	\$14.00
MARMBO3	Dark Elf Regiment (10)	\$35.00

##### ORCS & GOBLINS

MARM20	Orcs (6)	\$14.00
MARM22	Orc Boar Riders (2)	\$15.00
MARM24	Orc Boar Riders #2 (2)	\$15.00
MARM25	Orc Warriors (5)	\$14.00
MARM27	Black Orcs (4)	\$14.00
MARM30	Goblins (6)	\$14.00
MARM32	Goblin Wolf Riders (3)	\$15.00
MARM33	Goblin Chariot	\$15.00
MARMBO2	Orc Regiment (10)	\$35.00
MARMBO4	Goblin Regiment (10)	\$35.00



##### MONSTERS

MARM40	Trolls (2)	\$15.00
MARM41	Ogres (2)	\$15.00
MARM42	Minotaurs (2)	\$15.00
MARM44A	Chimera	\$15.00
MARM44B	Cockatrice	\$15.00
MARM50	Skeletons (5)	\$14.00



## ACRYLIC PAINTS

#### PAINT SETS

CITP1	Color Paint Set #1	\$30.00
	(Skull White, Chaos Black, Blood Red, Bronzed Flesh, Woodland Green, Enchanted Blue, Sunburst Yellow, Mithril Silver & Shining Gold)	
CITP2	Creature Paint Set #2	\$30.00
	(Rotting Flesh, Goblin Green, Elf Grey, Worn Purple, Hobgoblin Orange, Orc Brown, Spearstaff Brown, Swamp Brown & Chainmail)	
CITP3	Monster Paint Set #3	\$30.00
	(Imperial Purple, Tillating Pink, Electric Blue, Moody Blue, Bestial Brown, Billious Green, Brazen Bronze, Red Gore & Ghoul Grey)	

CITP5	Space Marine Paint Set	\$30.00
	(Bolt Gun Metal, Salamander Black, Salamander Green, Marine Dark Blue, Ultramarine, Blue Grey, Space Wolf Grey, Terracotta & Blood Orange)	
CITP6	Orc & Eldar Paint Set	\$30.00

	(Bad Moon Yellow, Go Fasta Red (!), Orc Flesh, Snake-Bite Leather, Fire Dragon Crimson, Striking Scorpion Green, Hawk Turquoise, Bleached Bone & Tin Blitz.)	
--	--	--

RAL7750	Chaos War Colours	\$16.00
---------	-------------------	---------

RAL77730	Fantasy Paint Set	\$25.00
----------	-------------------	---------

RAL7740	Battletech Autumn Colours	\$16.00
---------	---------------------------	---------

RAL741	Battletech Summer Colours	\$16.00
--------	---------------------------	---------

RAL77790	AD&D - Silks & Satins	\$17.00
----------	-----------------------	---------

RAL77791	AD&D Natural Colours	\$17.00
----------	----------------------	---------

#### PAINTING ACCESSORIES

RAL77728	Brush Kit (3 brushes)	\$18.00
RAL77725	Spray Varnish OR Spray Primer	each - \$10.00
RAL77726	Dragonscale Metallic Creme Kit	\$20.00
	(6 cases of metallic rub-on wax - red, gold, green, blue, bronze & silver)	
RAL77729	Sponge Applicator Brushes (3)	\$3.50

#### INDIVIDUAL PAINTS

##### RAL PARTHA ACRYLICS

RAL77701	Gold Metallic	\$3.00
RAL77702	Silver Metallic	\$3.00
RAL77703	Bronze Metallic	\$3.00
RAL77704	Steel	\$3.00
RAL77705	Flesh	\$3.00
RAL77706	White	\$3.00
RAL77707	Gray	\$3.00
RAL77708	Black	\$3.00
RAL77709	Shamrock Green	\$3.00
RAL77710	Forest Green	\$3.00
RAL77711	Dun	\$3.00
RAL77712	Leather	\$3.00
RAL77713	Red Brown	\$3.00
RAL77714	Dark Brown	\$3.00
RAL77715	Ivory	\$3.00
RAL77716	Yellow	\$3.00
RAL77717	Orange	\$3.00
RAL77718	Red	\$3.00
RAL77719	Sky Blue	\$3.00
RAL77720	True Blue	\$3.00
RAL77721	Dark Blue	\$3.00
RAL77722	Copper Metallic	\$3.00
RAL77723	Purple	\$3.00
RAL77731	Khaki	\$3.00
RAL77761	Aged Metal	\$3.00
RAL77762	Frost Giant White	\$3.00
RAL77763	Minotaur Brown	\$3.00
RAL77764	Hell Hound Brown	\$3.00
RAL77765	Damsel Flesh	\$3.00
RAL77766	Mahticorn Mane Yellow	\$3.00
RAL77767	Mold Yellow	\$3.00
RAL77778	Goblin Flesh Tangerine	\$3.00
RAL77769	Dragon Scale Red	\$3.00
RAL77770	Tentacle Pink	\$3.00
RAL77771	Dragon Tongue Purple	\$3.00
RAL77772	Sembia Red	\$3.00
RAL77773	Cormyr Blue	\$3.00
RAL77774	Mind Flayer Mauve	\$3.00
RAL77775	Paladin Blue	\$3.00
RAL77776	Dragon Scale Blue	\$3.00
RAL77777	Bullet Blue	\$3.00
RAL77778	Remorhaz Blue	\$3.00
RAL77779	Storm Giant Green	\$3.00
RAL77780	Behir Blue	\$3.00
RAL77781	Troll Flesh Green	\$3.00
RAL77782	Elven Green	\$3.00
RAL77783	Ghoul Flesh Lime	\$3.00
RAL77784	Bullwug's Belly Green	\$3.00

##### CITADEL INKS

CIINK1	Red	\$4.00
CIINK2	Orange	\$4.00
CIINK3	Yellow	\$4.00
CIINK4	Green	\$4.00
CIINK5	Blue	\$4.00
CIINK6	Purple	\$4.00
CIINK7	Chestnut Brown	\$4.00
CIINK9	Black	\$4.00

#### MILITARY SIMULATIONS

AUTUMN 1991

MAIL ORDER CATALOGUE